



Lorwyn

Illus. Mark Zug

Player's Guide

MAGIC
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A Fantasy Come True

In the fantastical new world of the *Lorwyn*[™] set, “tribal” is the key! In player parlance, “tribal” means “creature types matter,” and that’s certainly true here. You’ll find Treefolk that give your other Treefolk bonuses, Goblins that make Goblin tokens, and Kithkin that care how many Kithkin you have in play. If you’ve already got an Elf deck, you’ll discover plenty of exciting new cards to supercharge it—and if you’ve never built a tribal deck before, now’s the time to find out just how powerful those Merfolk can be!



Tribal Counsel

But that’s just the beginning. “Tribal” is also a new card type. A tribal always has another card type, like instant or enchantment, as well as a creature type, like Giant or Faerie! Now you can add burn spells to your Goblin deck that are actually Goblins—and cards like Boggart Harbinger can fetch them out of your deck.

Looking for more tribal tricks? All the Shapeshifters in the set have the changeling ability, which means they have *all* creature types. Each one is a Kithkin and a Giant, a Serf and a Knight, a Mutant, a Ninja, and a Turtle!

Illus. Dan Scott

The champion ability helps your tribal deck in a different way: it lets you temporarily swap out one of your permanents for a mighty hero of the same type.

Of course, the set has lots more surprises for you to discover, such as the explosive potential of Elementals with the evoke ability, or the mystical secrets of the lands with hideaway. You're sure to enjoy the frequent battles-within-the-battle created by the cards with clash. But the most dramatic shock may be the long-awaited entrance of the planeswalkers!

Walking Tall

Yes, for the first time, planeswalkers get their very own cards. These powerful allies will fight alongside you . . . as long as they have some loyalty left! Though playing a planeswalker spell works the same as playing a creature spell, once it's in play, a planeswalker behaves differently than anything you've ever seen before. Get to know them and their awesome, game-breaking abilities! Like the rest of the *Lorwyn* set, they'll change your **Magic™** experience forever!

Jace isn't a creature, so he can't attack. But creatures can attack him! Your creatures can block creatures attacking Jace.

The card's type is "planeswalker" and its subtype is "Jace". If there are two Jaces in play, each is put into its owner's graveyard.



If a source your opponent controls would deal noncombat damage to you, your opponent can have it deal that damage to Jace instead. The damage can't be split between the two of you.

During your turn, you can play just one of Jace's abilities, and only at the time you could play a sorcery. To play the first ability, you need to add two loyalty counters to Jace. To play the second, you need to remove one. To play the third, you need to remove ten!

Jace comes into play with three loyalty counters. Damage dealt to Jace removes that many loyalty counters. If he has no counters, he's put into your graveyard.

Go to www.wizards.com/planeswalkers for complete planeswalker rules.

Preparing for the Revel

Far from the strife of Dominaria lies Lorwyn, an idyllic world where races of fable thrive in perpetual midsummer. Lorwyn is covered with dense forests, meandering rivers, and gently rolling meadows. The sun never quite dips below the horizon, and winter is entirely unknown.

That's not to say Lorwyn is without conflict. Its races have their struggles and skirmishes, some isolated, some long-standing. In the outlying kithkin town of Burrenton, for example, the kithkin face the encroachment of a nearby flamekin settlement. Far away in the Porringer Valley, gangs of boggarts sneak amid groves of treefolk to make trouble and steal "souvenirs" of their trespasses. Illus. Howard Lyon

Of all Lorwyn's denizens, the elves are both most favored and most feared. In a world of unspoiled nature and lush forest, the elves believe themselves to be the paragons of natural beauty. Signs of elvish supremacy are widespread, from their gilded forest palaces to their mercilessness toward the other, "lesser" races. Despite the elves' domination, Lorwyn's people thrive through community and tradition, and perhaps with some help from an unseen power.

Faeries are ubiquitous in Lorwyn, like bees gathering pollen. Although the capricious and mischievous creatures seem to behave unpredictably, all are guided by the will of Oona, the queen of the fae. Oona's magic is said to keep Lorwyn in its midsummer state, but none has ever seen her. Her throne, Glen Elendra, is a half-mythical place that only the fae have ever visited.

Lorwyn is ancient and verdant, and its natural processes are locked in familiar cycles. Every year for countless decades, the kithkin town of Kinsbaile has hosted the Festival of Tales, a gathering for telling stories and making merry before the Aurora, an annual display of lights in the sunset sky. But this year's Festival of Tales will go quite differently, and



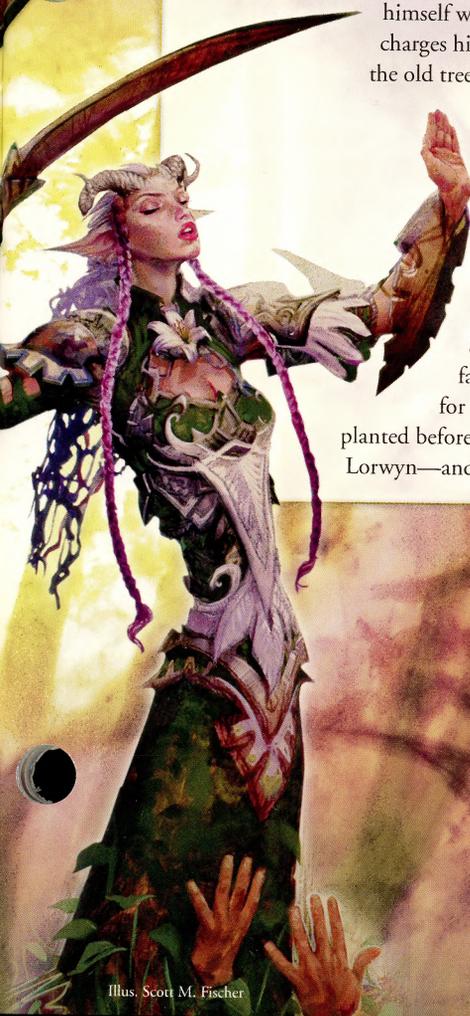
Illus. Warren Miller

only a few beings know why. One of them is the Festival's guest of honor, the ancient treefolk sage called Colfenor.

As the Festival approaches, an elf named Rhys finds himself hunted. After being disgraced and ejected from his hunting pack, Rhys found himself in the midst of a strangely violent struggle between elves and boggarts. At the height of the melee, there was a dark blast, and when Rhys returned to consciousness, he was at the center of the carnage. Many elves were killed and Rhys himself was left disfigured. Rhys seeks out Colfenor, his old mentor, who charges him with a seemingly unconnected mission: to plant a seedcone of the old treefolk in a distant grove.

Meanwhile the young flamekin Ashling stops in Kinsbaile to find work, hoping to earn enough to continue her personal quest. She is compelled to find the great, fiery elemental entity with whom she feels a deep metaphysical bond.

When Kinsbaile's cenn hires Ashling to accompany Rhys, a group of unlikely allies forms around them: Brigid, a heroic kithkin archer; a mysterious raven-haired elf called Maralen; Sygg, a merfolk guide; and the insistent company of three pesky faeries. With Rhys's pursuers hot on their trail, the group sets out for the sacred grove. Colfenor stresses that the seedcone must be planted before the Aurora, suggesting that change may be coming to sunlit Lorwyn—and soon.



Illus. Scott M. Fischer



Illus. Wayne Reynolds

Lorwyn Tribes



Illus. Wayne Reynolds

Elves: *predatory, aristocratic, ruthless*

In a plane of summer wilderness, the elves reign supreme. They are the paragons of beauty, which they uphold as law. Other races are little more than amusement to them.

Laws of beauty. In vain elvish society, beauty is prized above all else. Their laws elevate the beautiful and bring cruelty to all creatures below their standards.

Lys Alana. The largest elf city in the Gilt-Leaf Wood, Lys Alana is home to the majestic Dawn's Light Palace.

Faultless, immaculate, exquisite, perfect. An elf's beauty and cunning determine his or her ranking among these four castes of elvish society, led by the highest-ranking perfects.

Moonglove. Elves cultivate a deadly poison from a white flower called moonglove for use in pack hunts of lesser creatures.

Eyebrights. Ugly creatures judged unfit to live are called eyebrights, and they are hunted down and winnowed according to elvish law.

Treefolk: *wise, stalwart, inscrutable*

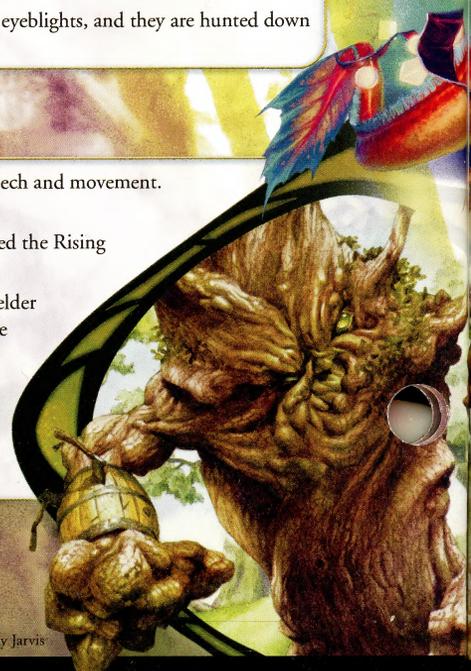
Many trees of Lorwyn are alive in more than the basic sense, capable of speech and movement. They are world-wise, patient, long-lived, and obdurate.

The Rising. Born from seeds like other trees, treefolk undergo a change called the Rising that grants them sentience and mobility.

Role of species. Treefolk culture is structured around tree species. Birch and elder treefolk practice druidic magic, ash treefolk are teachers and guides, and the mighty oaks are unsurpassed warriors.

Guardians of growth. Treefolk nurture all creatures of Lorwyn, fostering growth even at the expense of their own kind.

Colfenor, the last yew. Ancient Colfenor, a treefolk of immense age and inscrutable goals, is thought to be the last of Lorwyn's poisonous yews.



Illus. Jeremy Jarvis

Kithkin: *valiant, cooperative, superstitious*

These small-statured meadow folk build their roads and villages far away from the eyes of others, preferring to keep their simple ways to themselves.

Community and thoughtweft. Kithkin minds are woven together into a communal empathy called thoughtweft. Thoughtweft is the foundation of their society and cooperation and is key to their efficiency in battle.

Clachan and cenn. A kithkin village is known as a clachan, and each clachan is led by a cenn, a kithkin leader similar to a town mayor.

Superstition. Kithkin traditions revolve around a system of simple folk beliefs and superstitions. Some have a basis in history, medicine, or other practical truth, but even the complete fabrications are followed faithfully.



Illus. Wayne Reynolds

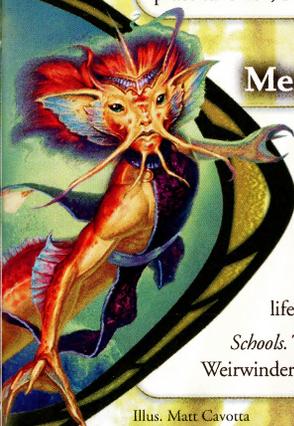
Merrows: *quick-witted, dispassionate, well-traveled*

The rivers and streams belong to these fish-tailed, silver-tongued diplomats. Aloof and neutral, the merrows are natural couriers and merchants.

Part humanoid, part fish. Merrows are the razor-witted merfolk of Lorwyn, native to rivers but able to breathe both water and air.

The Merrow Lanes. The known lands of Lorwyn contain no large bodies of water but are crisscrossed by a massive system of rivers and streams known as the Merrow Lanes. The Lanes are the lifeblood of travel and commerce in Lorwyn, and their ebb and flow is controlled by the merrows.

Schools. The basic social unit among the merrows is the school. The Silvergill, Stonybrook, Paperfin, Weirwinder, and Inkfathom schools have their differences, but they still trade and associate with one another.



Illus. Matt Cavotta

Fae: *petulant, carefree, cunning*

Lorwyn's peevish and vain faeries seem to know everything that happens in their world. Their short, capricious lives are spent in service to their unseen queen.

Unending revel. Faeries are Lorwyn's carefree children, following their whims sometimes to days of aimless frolicking and sometimes to capricious cruelty. Their short life spans encourage them to live in the moment and indulge every impulse.

Harvesters of dreams. Most of all, faeries value secrets, rumors, and dreams. Lacking dreams of their own, they distill dreams from other creatures like bees carrying pollen.

Glamers. Faerie magic centers around illusions called glamers. They can use glamers to beautify themselves, entertain one another, or incapacitate foes.

Oona, queen of the fae. The mysterious faerie queen Oona, known to only a few beyond the fae themselves, lurks in the secluded Glen Elendra.



Illus. Wayne Reynolds



Boggarts: *mischievous, covetous, excitable*

The muck-dwelling goblins of Lorwyn have an insatiable appetite for new smells, tastes, and textures. Their penchant for mischief borders on the malevolent.

Tactile and sensorial. Boggarts experience the world primarily through the sense of touch. Boggarts' delight in new textures gives rise to their brand of rampant kleptomaniac. If something is missing in Lorwyn, it's probably due to a boggart's sticky claws.

Shared sensations. Boggarts' only "law" requires that new sensory discoveries be shared with all other boggarts. Their greatest crime is to hoard an item to oneself.

Warrens and aunties. Each boggart warren is led by a so-called "auntie," whether that leader be male or female. The auntie resolves squabbles, organizes raids, and recites tales of famous aunties of old at great boggart feasts.

Illus. Wayne Reynolds

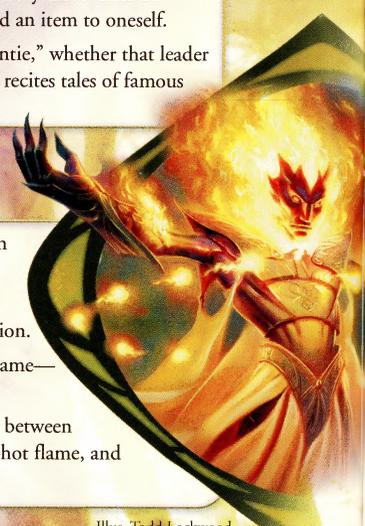
Flamekin: *impulsive, proud, restless*

These creatures of magical flame burn with passion and wanderlust. They seek a connection with the Living Fire, an embodiment of their passionate nature.

Cold flame. The fire comprising a flamekin's body normally burns "cold"—merely warm to the touch. However, a flamekin can burn very hot when infused with mana or strong emotion.

The Path of Flame. Each Flamekin embarks on a quest for self-actualization—the Path of Flame—seeking a connection with a force greater than themselves.

Soulstokes. Advanced walkers of the Path of Flame, called soulstokes, balance on a thin edge between emotional enlightenment and sudden combustion. These spiritual leaders blaze with white-hot flame, and espouse the belief that it is better to flare out than to gutter.



Illus. Todd Lockwood

Giants: *deliberate, eccentric, reclusive*

The towering giants of Lorwyn are solitary and territorial. They reluctantly serve as occasional mediators in disputes among the smaller races.

Extremism. Giants' personalities are as singular and enormous as their stature. An angry giant isn't merely annoyed; she's a walking tower of rage. When a giant laughs, his guffaws can shake villages miles away.

Isolation. Giants require vast amounts of territory, due to their size and their temperament, so giants rarely congregate. A giant's lair is a lonely, ancient hermitage of stone and treasure.

Oracles and arbiters. Giants have a grand perspective on the world, which makes them impartial arbiters for other races. Not every verdict makes sense to other folk, but it is nevertheless respected.

Rosheen Meanderer. The incoherent giant Rosheen wanders Lorwyn, half-formed prophecies forever tumbling from her lips. Though none has yet managed to comprehend her ramblings, they may hide a deeper understanding of Lorwyn's nature.



Illus. William O'Connor

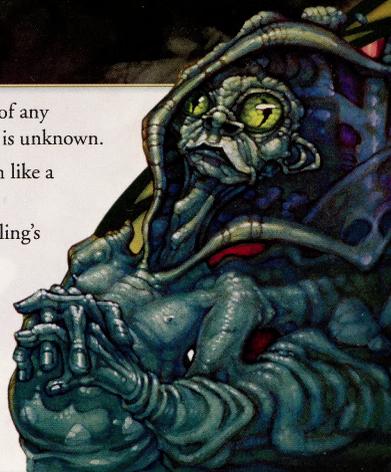
Changelings: *mutable, aimless, detached*

These mute, seemingly emotionless beings of high magic take on the forms of any creatures nearby. Their native form in the absence of any other living things is unknown.

Chameleons. Changelings involuntarily mimic any nearby living thing, much like a chameleon taking on nearby colors.

Oblivious and guileless. Even when assuming another being's shape, a changeling's nature is easily recognizable. A changeling retains a shimmering, turquoise-colored translucency in any form. Changelings cannot hide their nature, nor do they try to.

Velis Vel. The secret spawning ground of the changelings is Velis Vel Grotto. Velis Vel is a subterranean cavern encrusted with quartz crystals. Once a year, sunlight filters into a hole at the top of the grotto, flooding it with light. During this time changelings are drawn to Velis Vel, where they revert to their unknown natural forms.



Illus. Chuck Lukacs

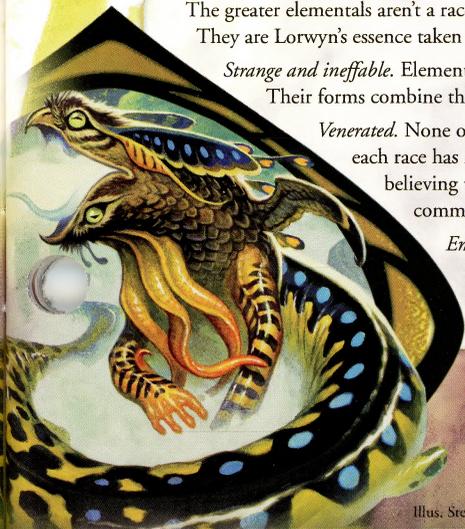
Elementals: *enigmatic, unpredictable, surreal*

The greater elementals aren't a race, per se, but rather surreal and strange manifestations of dreams and ideas. They are Lorwyn's essence taken form.

Strange and ineffable. Elementals are manifestations of Lorwyn's deepest magic, beings of ethereal wonder. Their forms combine the anatomies of living things with ideas, dreams, and thoughts given shape.

Venerated. None of the races of Lorwyn fully understand the nature of the elementals, but each race has its own lore about them. Flamekin are particularly reverent toward them, believing the greater elementals to be totem spirits or demigods with whom to seek communion.

Embodied concepts. Abstract ideas exist in Lorwyn as elementals—and the more significant the idea, the greater the elemental. In fact, the existence of elementals may be tied to the prevalence of the ideas they represent, and to the fundamental nature of Lorwyn itself.



Illus. Steve Prescott

The Ten Coolest Lorwyn

by Devin Low, *Lorwyn* lead developer



1. Chandra Nalaar

After years of dominating the *Magic* storyline, planeswalkers roar into the game as a completely new card type. Chandra singses players, blasts creatures to ash, then builds up to her ultimate ability: a devastating flame wave that can deal 60 damage in a turn. With Chandra by your side, you might want to apologize to your opponent. Two on one just isn't fair.

2. Doran, the Siege Tower

Doran warps the battlefield in a new direction that's entirely in his favor. By himself, Doran does a good impersonation of a ridiculous three-mana 5/5. And he powers up an entire tribe of 1/3, 4/6, and 5/7 Treefolk. Just wait till you tell your opponents their precious 2/1 creatures deal just 1 damage.



3. Guile

An enormous 6/6 monster for six mana *and* it can steal your opponents' spells? Creatures, sorceries, Auras . . . Guile makes them all yours while smashing in for 6 evasive damage a turn. And Guile can never be fully destroyed. Just shuffle it into your deck and draw it again.



4. Timber Protector

One of eight *Lorwyn* "race lords," the 4/6 Timber Protector gives all your other Treefolk +1/+1 and makes your other Treefolk and Forests impossible to destroy. Drop a second one and they even protect each other. Wrath of God? No big deal. Terror? Who cares. Stone Rain? Not anymore.



5. Nath of the Gilt-Leaf

Nath is like a lot of discard-forcing Specters in *Magic* history. Except he doesn't have to get through to your opponent to force the discard. And he's a huge 4/4. And he makes a horde of Elves to back him up. The only question is, "Do I put him in my discard deck or in my Elf deck?"



Cards

6. Ajani Goldmane

Whatever your need, Ajani is there. Giving more and more +1/+1 counters each turn, Ajani is like a Glorious Anthem that grows. If your creatures get destroyed, Ajani starts gaining masses of life for you instead. And when you really want to end the game, call up his 24/24 Avatar. Welcome to planeswalkers!



7. Profane Command

Imagine a spell that could do anything you want: deal damage to a player, reanimate a creature, kill a creature, or give your army fear, all with the scaling benefits of an X-spell. Profane Command can do any two of those you want, for the ultimate combination of versatility and power.



8. Wren's Run Vanquisher

A 3/3 for two mana. With deathtouch. And the only cost is that you have to play some other Elves? Um, it's a green deck. Weren't you going to do that anyway?



9. Knucklebone Witch

If you've ever played Goblins, you know that they end up in the graveyard. A lot. But that's just how Knucklebone Witch likes it. Give your opponents a tough choice: focus on your Witch while your other Goblins tear them apart, or kill off your other Goblins and let Knucklebone Witch grow totally out of control.



10. Nova Chaser

A trampling 10-power creature for four mana wins games in a hurry. Play one of the many *Lorwyn* Elementals with come-into-play abilities, then replace that creature using Nova Chaser's champion ability. If Nova Chaser leaves play, you get the other creature's comes-into-play effect all over again.



A New Generation of Planeswalkers

Planeswalkers are those precious few who can traverse the planes of the multiverse. Whenever a sentient being is born, there's a remote chance that he or she will have "the Spark." Only those with the Spark can ever become planeswalkers, and among those who have it, only a few ever realize their potential.

The origins of the Spark are a mystery. Some planeswalkers believe a metaphysical intelligence such as Gaea grants the Spark to a chosen few. Others believe it's a kind of birthmark of Æther, the stuff between planes. Regardless of its origins, under the right circumstances—often a moment of crisis or powerful emotion—those with the Spark can become planeswalkers.

For eons, planeswalkers were demigods: all but immortal, able to take any form, with boundless power. Then the multiverse itself was threatened by fractures in the fabric of time, and the planeswalker Teferi discovered that only by surrendering their Sparks could he and his allies mend the rifts in Dominaria's planar fabric. As each temporal rift closed, the nature of the Spark changed. When the last of the fractures healed, the planeswalkers' godlike powers were gone. The Spark had taken on a new, more balanced meaning: no immortality, no boundless power . . . simply the ability to travel across the planes of the multiverse.

This new breed of planeswalker first manifested in the Urborg artificer called Venser. Since then others have emerged, each with his or her own history, motivation, and power.

JACE BELEREN

Jace is brilliant and certain of his own ability in a stoic, matter-of-fact way. He was the star prodigy of an elite mages' academy, but was expelled from the school and forbidden to return. His crime involved mind-control spells and memory-suppression magic—magic that he used on himself as well as others.

Jace has only recently learned that he is a planeswalker. As he begins to discover the extent of his skills, he develops an unhealthy appetite for power. Mysterious figures seem to be monitoring him.

LILIANA VESS

Liliana believes that in the end everyone needs to look out for themselves, and that she just happens to be better at it than others. She is vain and self-serving, but her charisma, wit, and beauty make her likeable and fun to be around. Liliana has a terrible secret: she is indebted to four demons, who together granted her something that she desperately wanted.

Liliana has always been able to avoid dwelling on the consequences of her dark bargain, but her emotional chaos and turmoil are on the rise, and she can't tell anyone why.



CHANDRA NALAAR

Chandra is a pyromancer who's passionate, impulsive, happy by nature but quick to anger. She has big problems with authority and will go out of her way not to do what she's told. Chandra comes from a nomadic people who use an arcane set of movements to enable their magic. She seldom uses this art, but when she does, her magic is greatly amplified.

Chandra will admit that her fire magic gets out of hand sometimes. As her own crises escalate, so does her inability to control her own magic, and she will begin to seek out a discipline or method to help her contain her wild inner fire.



GARRUK WILDSPEAKER

This hunter-druid believes the best way for a human to worship nature is to live naturally, with ferocity and hunger. Garruk is gruff, impatient, and no-nonsense. He has an affinity with animals, but he's also a predator: he'll use magic to communicate with an animal so it will aid him, then kill and eat it afterward.

Anyone who understands nature knows that things die and that life comes from death. As Garruk tests his own resourcefulness, he'll begin to venture into the darker aspects of nature magic, where predation becomes domination.



AJANI GOLDMANE

Ajani is a noble and proud leonin who can sense—and perhaps even amplify—the inner strength of others. The weapon he carries belonged to his brother, who was the leader of their pride before he was killed. Ajani seeks to uncover the identity of his brother's murderer.

As Ajani searches for members of the pride and tries to solve the mystery of his brother's death, he must control his emotions and keep sight of the distinction between justice and revenge.



Illus. Aleks Bricot



Illus. Nils Hamm

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Lorwyn

Card Encyclopedia

The *Lorwyn* Card Encyclopedia shows the entire *Lorwyn* card set. To keep track of your cards, just turn to the checklist on pages 49–51.

Ajani Goldmane 2 2 2



Planeswalker — Ajani

+1 : You gain 2 life.
-1 : Put a +1/+1 counter on each creature you control. Those creatures gain vigilance until end of turn.
-6 : Put a white Avatar creature token into play with "This creature's power and toughness are each equal to your life total."

—Alexis Bledsoe
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Arbiter of Knowledge 6 2



Creature — Giant Wizard

Vigilance
When Arbiter of Knowledge comes into play, each player's life total becomes the highest life total among all players.
Though giants are mortal, they live so long and on such a grand scale that many small folk don't believe they ever truly die.

—Brandon Dorman
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Austere Command 4 2 2



Sorcery

Choose two — Destroy all artifacts; or destroy all enchantments; or destroy all creatures with converted mana cost 3 or less; or destroy all creatures with converted mana cost 4 or greater.

—Wayne England
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Avian Changeling 2 2

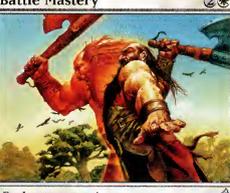


Creature — Shapeshifter

Changeling (This card is every creature type at all times.)
Flying
Today it flies with the flock. Tomorrow it may wake to find them gone, its body in an unfamiliar form.

—Heather Hudson
© 1993–2007 Wizards of the Coast, Inc. 4/301

Battle Mastery 2 2



Enchantment — Aura

Enchant creature
Enchanted creature has double strike.
"Boom! Boom! Booms the size of oxcarts, then an axe like a falling sun. Elves scattered, trees scattered. Even the hills ran for the hills!"
—Clachan Tales

—Zoltan Boros & Gabor Salkszlai
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Brigid, Hero of Kinsbaile 2 2 2



Legendary Creature — Kitkin Archer

First strike
☛ Brigid, Hero of Kinsbaile deals 2 damage to each attacking or blocking creature target player controls.
Thanks to one champion archer, the true borders of Kinsbaile extend an arrow's flight beyond the buildings.

—Steve Prescott
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Burrenton Forge-Tender *



Creature — Kithkin Wizard

Protection from red
Sacrifice Burrenton Forge-Tender: Prevent all damage a red source of your choice would deal this turn.

"We are a clachan of smiths. The forge is as comfortable to us as a small fire during a cool winter's evening."

—Chuck Lukacs 1/1

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Cenn's Heir J*



Creature — Kithkin Soldier

Whenever Cenn's Heir attacks, it gets +1/+1 until end of turn for each other attacking Kithkin.

His home clachan's familial spirit bolsters his own, but he will be ready to preside over the town as cenn only after he learns to protect that strength to others.

—Steven Belledin 1/1

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Changing Hero 4*



Creature — Shapeshifter

Changing (*This card is every creature type at all times.*)

Champion a creature (*When this comes into play, sacrifice it unless you remove another creature you control from the game. When this leaves play, that card returns to play.*)

Lifelink (*Whenever this creature deals damage, you gain that much life.*)

—Jeff Miracola 4/4

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Cloudgoat Ranger 3*



Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

—Adam Rex 3/3

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Crib Swap 2*



Tribal Instant — Shapeshifter

Changing (*This card is every creature type at all times.*)

Remove target creature from the game. Its controller puts a 1/1 colorless Shapeshifter creature token with changing into play.

—Brandon Dorman 0/0

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Dawnflake 3*



Creature — Elemental

Flash

When Dawnflake comes into play, prevent the next 3 damage that would be dealt to target creature or player this turn.

Evolve * (*You may play this spell for its evolve cost. If you do, it's sacrificed when it comes into play.*)

—Mark Zug 0/3

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Entangling Trap J*



Enchantment

Whenever you clash, tap target creature an opponent controls. If you win, that creature doesn't untap during its controller's next untap step. (*This ability triggers after the clash ends.*)

—Warren Mahy 0/0

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Favor of the Mighty J*



Tribal Enchantment — Giant

Each creature with the highest converted mana cost has protection from all colors.

"What does a mountain fear of a fly? Giants are barely aware of us, let alone afraid."

—Gaddock Teeg 0/0

—Larry MacDougall 0/0

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Galepowder Mage 3*



Creature — Kithkin Wizard

Flying

Whenever Galepowder Mage attacks, remove another target creature from the game. Return that card to play under its owner's control at end of turn.

—Jeremy Jarvis 3/3

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Goldmeadow Dodger 

Creature — Kithkin Rogue 

Goldmeadow Dodger can't be blocked by creatures with power 4 or greater.

"I've gotten close enough to a giant to smell his breath, but none has ever so much as spotted me. I wonder how long my record can extend?"

—Omar Rayyan 1/1

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Goldmeadow Harrier 

Creature — Kithkin Soldier 

*. : Tap target creature.

"It's a proven fact that sling-stones from the dawn side of the riverbank sail the farthest and truest."

—Deagan, cenn of Burrenton

—Steve Prescott 1/1

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Goldmeadow Stalwart 

Creature — Kithkin Soldier 

As an additional cost to play Goldmeadow Stalwart, reveal a Kithkin card from your hand or pay $\{3\}$.

The thoughtless ties a clachan together. Sharing each other's hopes and fears, all the village's citizens spring into action upon the first threat to any one of them.

—Wayne Reynolds 2/2

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Harpoon Sniper 

Creature — Merfolk Archer 

*. : Harpoon Sniper deals X damage to target attacking or blocking creature, where X is the number of Merfolk you control.

Made from whiskerbill bones, merrow spinebones can fire bolts through tree trunks.

—Dominick Domingo 2/2

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Hillcomber Giant 

Creature — Giant Scout 

Mountainwalk

The giants believe the fossils they find in Lorwyn's rocky heights are dreams frozen in time, and they treasure them.

—Ralph Horsley 3/3

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Hoopprints of the Stag 

Tribal Enchantment — Elemental 

Whenever you draw a card, you may put a hoofprint counter on Hoopprints of the Stag.

$2*$. Remove four hoofprint counters from Hoopprints of the Stag: Put a 4/4 white Elemental creature token with flying into play. Play this ability only during your turn.

—Anthony S. Waters 1

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Judge of Currents 

Creature — Merfolk Wizard 

Whenever a Merfolk you control becomes tapped, you may gain 1 life.

Though the currents of the Lanes shift every year, the merrow never lose track of where they are or where they are going.

—Dan Scott 1/1

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Kinsbaile Balloonist 

Creature — Kithkin Soldier 

Flying

Whenever Kinsbaile Balloonist attacks, you may have target creature gain flying until end of turn.

Even when a giant's tantrum turns the sky into a chaotic gale, the path of the balloonist never falters.

—Zoltan Boros & Gabor Szekezai 2/2

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Kinsbaile Skirmisher 

Creature — Kithkin Soldier 

When Kinsbaile Skirmisher comes into play, target creature gets +1/+1 until end of turn.

"If a boggart even dares breathe near one of my kin, I'll know. And I'll not be happy."

—Thomas Denmark 2/2

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Kithkin Greatheart 1*



Creature — Kithkin Soldier

As long as you control a Giant, Kithkin Greatheart gets +1/+1 and has first strike.

Sometimes a curious giant singles out a "little one" to follow for a few days, never realizing the effect it will have on the little one's life.

— Greg Staples

2/1

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Kithkin Harbinger 2*



Creature — Kithkin Wizard

When Kithkin Harbinger comes into play, you may search your library for a Kithkin card, reveal it, then shuffle your library and put that card on top of it.

Her ears are open to even the softest voice.

— Steve Prescott

1/3

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Kithkin Healer 2*



Creature — Kithkin Cleric

*: Prevent the next 1 damage that would be dealt to target creature or player this turn.

The empathetic nature of the thoughtweft allows kithkin healers to treat the cause of an illness rather than fight its symptoms.

— Rebecca Guay

2/2

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Knight of Meadowgrain *



Creature — Kithkin Knight

First strike

Lifelink (*Whenever this creature deals damage, you gain that much life.*)

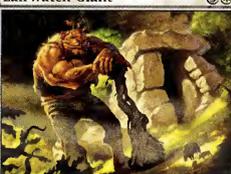
"By tradition, we don't speak for two days after battle. If our deeds won't speak for themselves, what else could be said?"

— Larry MacDougall

2/2

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Lairwatch Giant 5*



Creature — Giant Warrior

Lairwatch Giant can block an additional creature.

Whenever Lairwatch Giant blocks two or more creatures, it gains first strike until end of turn.

A giant can brood over a grudge for decades, and owe to those who interrupt him.

— Warren Mahy

5/3

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Militia's Pride 1*



Tribal Enchantment — Kithkin

Whenever a nontoken creature you control attacks, you may pay *. If you do, put a 1/1 white Kithkin Soldier creature token into play tapped and attacking.

If you pick a fight with one kithkin, be ready to fight them all.

— Larry MacDougall

1/1

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Mirror Entity 2*



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

*: Creatures you control become X/X and gain all creature types until end of turn.

Unsure of Lorwyn's diversity, it sees only itself, reflected a thousand times over.

— Zoltan Boros & Gabor Szekely

1/1

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Neck Snap 3*



Instant

Destroy target attacking or blocking creature.

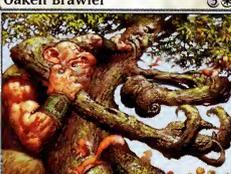
*"We merrows need not be disadvantaged when fighting on land. We lack the vulnerability of those who breathe only through their throats."
— Minnarn, merrow rejoyer*

— Dominick Domingos

1/1

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Oaken Brawler 3*



Creature — Treefolk Warrior

When Oaken Brawler comes into play, clash with an opponent. If you win, put a +1/+1 counter on Oaken Brawler.

(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Jim Murray

2/4

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Oblivion Ring 2*

Enchantment

When Oblivion Ring comes into play, remove another target nonland permanent from the game.
When Oblivion Ring leaves play, return the removed card to play under its owner's control.
A circle of sugar and a word of forbiddance.

—Wayne England

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Plover Knights 3**

Creature — Kithkin Knight

Flying, first strike

The knights are a major attraction at every Lammastide festival. Teams of riders perform daring feats of flight to the delight of all below.

—Quinton Hoover

3/3

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Pollen Lullaby 1*

Instant

Prevent all combat damage that would be dealt this turn. Clash with an opponent. If you win, creatures that player controls don't untap during the player's next untap step. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Warren Mahy

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Purity 3***

Creature — Elemental Incarnation

Flying

If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.
When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

—Warren Mahy

6/6

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Sentry Oak 2*

Creature — Treefolk Warrior

Defender

At the beginning of combat on your turn, you may clash with an opponent. If you win, Sentry Oak gets +2/+0 and loses defender until end of turn. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Warren Mahy

3/5

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Shields of Velis Vel *

Tribal Instant — Shapeshifter

Changeling (This card is every creature type at all times.)
Creatures target player controls get +0/+1 and gain all creature types until end of turn.
Changelings can alter shape based on what the beings around them desire most.

—Ralph Horsley

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Soaring Hope 4*

Enchantment — Aura

Enchant creature
When Soaring Hope comes into play, you gain 3 life.
Enchanted creature has flying.
*: Put Soaring Hope on top of its owner's library.

—Martina Pilcerova

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Springjack Knight 2*

Creature — Kithkin Knight

Whenever Springjack Knight attacks, clash with an opponent. If you win, target creature gains double strike until end of turn. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Steven Belledin

2/1

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Summon the School 3*

Tribal Sorcery — Merfolk

Put two 1/1 blue Merfolk Wizard creature tokens into play.
Tap four untapped Merfolk you control: Return Summon the School from your graveyard to your hand.
"When merrowts talk, listeners grow fins." —Kithkin saying

—Dave Dorman

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Surge of Thoughtweft 1 2



Tribal Instant — Kithkin

Creatures you control get +1/+1 until end of turn. If you control a Kithkin, draw a card.

Kithkin weave together their very thoughts, creating a depth of cooperation unknown to other races.

— Randy Gallegos
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Thoughtweft Trio 2 3 3



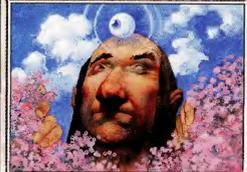
Creature — Kithkin Soldier

First strike, vigilance
 Champion a Kithkin (*When this comes into play, sacrifice it unless you remove another Kithkin you control from the game. When this leaves play, that card returns to play.*)
 Thoughtweft Trio can block any number of creatures.

— Wayne Reynolds
TM & © 1993–2007 Wizards of the Coast, Inc. 45361

5/5

Triclopan Sight 1 2



Enchantment — Aura

Flash
 Enchant creature
 When Triclopan Sight comes into play, untap enchanted creature.
 Enchanted creature gets +1/+1 and has vigilance.

— Scott Hampton
TM & © 1993–2007 Wizards of the Coast, Inc. 45361

Veteran of the Depths 3 3



Creature — Merfolk Soldier

Whenever Veteran of the Depths becomes tapped, you may put a +1/+1 counter on it.

In the backwaters of the Merrow Lanes the stones scarred with talles of countless generations, each representing a victory of merrow soldiers.

— Daren Bader
TM & © 1993–2007 Wizards of the Coast, Inc. 45361

2/2

Wellgaber Apothecary 4 3



Creature — Merfolk Cleric

1 *****: Prevent all damage that would be dealt to target tapped Merfolk or Kithkin creature this turn.

"You've discovered that boggarts bite, I see. And will the militia be chasing this lot? ... Ah, you're staying in town to avoid Nath's hunt. Wise. Now this poultice..."

— Brandon Dorman
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2/3

Wispmare 2 3



Creature — Elemental

Flying
 When Wispmare comes into play, destroy target enchantment.
 Evoke ***** (*You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.*)

— Eric Fortune
TM & © 1993–2007 Wizards of the Coast, Inc. 45361

1/3

Wizened Cenn 3 3



Creature — Kithkin Cleric

Other Kithkin creatures you control get +1/+1.

"Thoughtweft binds us together as one, part of an intricate pattern that would unravel if even one thread came loose."

— Kev Walker
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2/2

Æthersnipe 5 4



Creature — Elemental

When Æthersnipe comes into play, return target nonland permanent to its owner's hand.

Evoke **1** **4** **4** (*You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.*)

— Zoltan Boros & Gabriel Szekszai
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4/4

Amoeboid Changeling 1 4



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
♣: Target creature gains all creature types until end of turn.
♠: Target creature loses all creature types until end of turn.

— Nils Hamm
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1/1

Aquitect's Will 



Tribal Sorcery — Merfolk 

Put a flood counter on target land. That land is an Island in addition to its other types as long as it has a flood counter on it. If you control a Merfolk, draw a card.

There is nowhere on Lorwyn that the Merrow Lanes cannot go.

—Jeff Easley
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Benthicore 



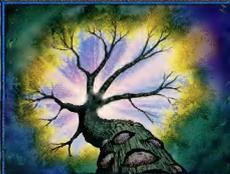
Creature — Elemental 

When Benthicore comes into play, put two 1/1 blue Merfolk Wizard creature tokens into play.

Tap two untapped Merfolk you control: Untap Benthicore. It gains shroud until end of turn. (It can't be the target of spells or abilities.)

—Jim Nelson
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09 **5/5**

Broken Ambitions 



Instant 

Counter target spell unless its controller pays \mathbb{K} . Clash with an opponent. If you win, that spell's controller puts the top four cards of his or her library into his or her graveyard. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Frant Volvink
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09

Captivating Glance 



Enchantment — Aura 

Enchant creature

At the end of your turn, clash with an opponent. If you win, gain control of enchanted creature. Otherwise, that player gains control of enchanted creature. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Dan Dice-Sank
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Cryptic Command 



Instant 

Choose two — Counter target spell; or return target permanent to its owner's hand; or tap all creatures your opponents control; or draw a card.

—Wayne England
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09

Deeptread Merrow 



Creature — Merfolk Rogue 

♦: Deeptread Merrow gains islandwalk until end of turn.

"My success at navigating the Dark Meanders irritates the Infatuation school. They consider themselves peerless divers, but I try to remind them that they cannot out-commodities like bravery and cunning."

—Teresa Nielsen & Philip Tan
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09 **2/1**

Drowner of Secrets 



Creature — Merfolk Wizard 

Tap an untapped Merfolk you control: Target player puts the top card of his or her library into his or her graveyard.

Merrowts consider themselves the keepers of Lorwyn's past—and consider it their duty to edit when necessary.

—Rebecca Guay
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09 **1/3**

Ego Erasure 



Tribal Instant — Shapeshifter 

Changeling (This card is every creature type at all times.)

Creatures target player controls get -2/-0 and lose all creature types until end of turn.

When all is taken away, all are equal.

—Steven Bellizzi
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Ethereal Whiskergill 



Creature — Elemental 

Flying

Ethereal Whiskergill can't attack unless defending player controls an Island.

Falloosages debate whether the whiskergill is native to the Dark Meanders or merely dreamstuff made real.

—Howard Lyon
TM & © 1999–2009 Wizards of the Coast, Inc. 1/2/09 **4/3**

Faerie Harbinger 3



Creature — Faerie Wizard

Flash
Flying

When Faerie Harbinger comes into play, you may search your library for a Faerie card, reveal it, then shuffle your library and put that card on top of it.

—Larry MacDonnell
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2/2

Faerie Trickery 1



Tribal Instant — Faerie

Counter target non-Faerie spell. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

The fae are so quick and their life spans so short that it's difficult to get retribution for their pranks.

—Terese Nielsen
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Fallowsage 3



Creature — Merfolk Wizard

Whenever Fallsage becomes tapped, you may draw a card.

Memories of ages past are said to swim the minds of lounging fallsages.

—Parate
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2/2

Familiar's Ruse



Instant

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

Because of their capricious nature, faeries can serve as living lenses for disruptive magic.

—Eric Fortune
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Fathom Trawl 3



Sorcery

Reveal cards from the top of your library until you reveal three nonland cards. Put the nonland cards revealed this way into your hand, then put the rest of the revealed cards on the bottom of your library in any order.

—Paul Chadwick
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Forced Fruition 4



Enchantment

Whenever an opponent plays a spell, that player draws seven cards.

*"Petals within petals, within petals, tadpole. The truth lurks below an opulence of illusion."
—Nectaris, fallsagesage*

—William O'Connor
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Glen Elendra Pranksters 3



Creature — Faerie Wizard

Flying

Whenever you play a spell during an opponent's turn, you may return target creature you control to its owner's hand.

Victims spirited through a faerie ring find themselves stranded miles away.

—Omar Rayyan
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1/3

Glimmerdust Nap 2



Enchantment — Aura

Enchant tapped creature
Enchanted creature doesn't untap during its controller's untap step.

The dreams of giants are as long as time and as deep as the earth. Thus they are prized by the dream-harvesting fae.

—Greg Staples
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Guile 3



Creature — Elemental Incarnation

Guile can't be blocked except by three or more creatures.

If a spell or ability you control would counter a spell, instead remove that spell from the game and you may play that card without paying its mana cost.

When Guile is put into a graveyard from anywhere, shuffle it into its owner's library.

—Zoltan Boros & Gabeer Silkart
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6/6

Inkfathom Divers 3

Creature — Merfolk Soldier

Islandwalk

When Inkfathom Divers comes into play, look at the top four cards of your library, then put them back in any order.

"None appreciate sun and shallows like those who have seen the depths."
—Linda of the Stonybrook school

—Steven Belledin 3/3

Jace Beleren 3

Planeswalker — Jace

+2: Each player draws a card.

-1: Target player draws a card.

-10: Target player puts the top twenty cards of his or her library into his or her graveyard.

—Aleksi Brictot 3

Merrow Commerce 1

Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrows renew their sense of community as they sharpen their wit and hone their trading skills.

—Steve Ellis 1

Merrow Harbinger 3

Creature — Merfolk Wizard

Islandwalk

When Merrow Harbinger comes into play, you may search your library for a Merfolk card, reveal it, then shuffle your library and put that card on top of it.

—Steve Prescott 2/3

Merrow Reejerey 2

Creature — Merfolk Soldier

Other Merfolk creatures you control get +1/+1.

Whenever you play a Merfolk spell, you may tap or untap target permanent.

Steady and silent as the deep current, the reejerey guides the course of the school.

—Greg Staples 2/2

Mistbind Clique 3

Creature — Faerie Wizard

Flash
Flying

Champion a Faerie (When this comes into play, sacrifice it unless you remove another Faerie you control from the game. When this leaves play, that card returns to play.)

When a Faerie is championed with Mistbind Clique, tap all lands target player controls.

—Ben Thompson 4/4

Mulldrifter 4

Creature — Elemental

Flying

When Mulldrifter comes into play, draw two cards.

Evoke 2 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Eric Fortune 2/2

Paperfin Rascal 2

Creature — Merfolk Rogue

When Paperfin Rascal comes into play, clash with an opponent. If you win, put a +1/+1 counter on Paperfin Rascal.

(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Johan Buros & Gabor Salkai 2/2

Pestermite 2

Creature — Faerie Rogue

Flash
Flying

When Pestermite comes into play, you may tap or untap target permanent.

The fae know when they're not wanted. That's precisely why they show up.

—Christopher Moeller 2/1

Ponder 



Sorcery 

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

"We see the same sky as you, just through a different lens."

—Mark Tedin
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Protective Bubble  



Enchantment — Aura 

Enchant creature
Enchanted creature is unblockable and has shroud. *(It can't be the target of spells or abilities.)*

Skilled merrow rudders ensure their charges arrive on time and without incident.

—Steve Ellis
M & P © 2005 Wizards of the Coast, Inc. 79/301

Ringskipper  



Creature — Faerie Wizard 

Flying

When Ringskipper is put into a graveyard from play, clash with an opponent. If you win, return Ringskipper to its owner's hand. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

—Heather Hudson
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1/1

Scattering Stroke  



Instant 

Counter target spell: Clash with an opponent. If you win, at the beginning of your next main phase, you may add X to your mana pool, where X is that spell's converted mana cost. *(Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)*

—Franz Vohwinkel
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Scion of Oona  



Creature — Faerie Soldier 

Flash
Flying

Other Faerie creatures you control get +1/+1.

Other Faeries you control have shroud. *(A permanent with shroud can't be the target of spells or abilities.)*

—Eric Fortune
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1/1

Sentinels of Glen Elendra  



Creature — Faerie Soldier 

Flash
Flying

Some say the valley of Glen Elendra is mythical, and that rumors of its existence are nothing but a faerie prank. Others say it is the fae's most fiercely guarded secret.

—Howard Lyon
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2/3

Shapesharer  



Creature — Shapeshifter 

Changeling *(This card is every creature type at all times.)*

2 \spadesuit : Target Shapeshifter becomes a copy of target creature until your next turn.

One good mimic deserves another.

—Alan Pollack
M & P © 2005 Wizards of the Coast, Inc. 85/303

1/1

Silvergill Adept  



Creature — Merfolk Wizard 

As an additional cost to play Silvergill Adept, reveal a Merfolk card from your hand or pay \spadesuit .

When Silvergill Adept comes into play, draw a card.

"I bring baubles of lore, lost secrets seined from the listening waves."

—Matt Cavotta
M & P © 2005 Wizards of the Coast, Inc. 85/303

2/1

Silvergill Douser  



Creature — Merfolk Wizard 

\spadesuit : Target creature gets $-X/-0$ until end of turn, where X is the number of Merfolk and/or Faeries you control.

The Silvergill school monitors traffic on the Lanes, ensuring that the riffraff don't interfere with travelers.

—Daren Bader
M & P © 2005 Wizards of the Coast, Inc. 85/303

1/1

Sower of Temptation 



Creature — Faerie Wizard 

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamor leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

—Christopher Mousier 2/2

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Spellstutter Sprite 



Creature — Faerie Wizard 

Flash
Flying

When Spellstutter Sprite comes into play, counter target spell with converted mana cost X or less, where X is the number of Faeries you control.

—Rebecca Guay 1/1

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Stonybrook Angler 



Creature — Merfolk Wizard 

1 ♣, ♠: You may tap or untap target creature.

"Water is in the air, the trees, and the earth. Understand its motion, speak its language, and the subtle currents that flow through all living things will fall under your command."

—Larry MacDougall 1/2

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Streambed Aquitects 



Creature — Merfolk Scout 

♠: Target Merfolk creature gets +1/+1 and gains islandwalk until end of turn.
♣: Target land becomes an Island until end of turn.

*"We look in the river and see scattered stones. A merrow looks and sees a map of Lorwyn."
—Ilitua, flamekin soubstoke*

—William O'Connor 2/3

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Surgespanner 



Creature — Merfolk Wizard 

Whenever Surgespanner becomes tapped, you may pay 1 ♣. If you do, return target permanent to its owner's hand.

They ride on waves of Æther, washing out anything that might pollute the Merrow Lanes.

—Warren Mahy 2/2

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Tideshaper Mystic 



Creature — Merfolk Wizard 

♠: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wisful heart.

—Mark Tedin 1/1

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Turtlesell Changeling 



Creature — Shapeshifter 

Changeling (*This card is every creature type at all times.*)

1 ♣: Switch Turtlesell Changeling's power and toughness until end of turn.

A changeling involuntarily mimics the nearest being at hand, sometimes trading a borrowed shell for borrowed claws.

—Ron Spencer 1/4

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Wanderwine Prophets 



Creature — Merfolk Wizard 

Champion a Merfolk (*When this comes into play, sacrifice it unless you remove another Merfolk you control from the game. When this leaves play, that card returns to play.*)

Whenever Wanderwine Prophets deals combat damage to a player, you may sacrifice a Merfolk. If you do, take an extra turn after this one.

—Alex Horley-Orlandelli 4/4

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Whirlpool Whelm 



Instant 

Clash with an opponent, then return target creature to its owner's hand. If you win, you may put that creature on top of its owner's library instead. (*Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.*)

—Cryll Van Der Haegren 1/2

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Wings of Velis Vel 1 U

Tribal Instant — Shapeshifter

Changeling (*This card is every creature type at all times.*)
 Target creature becomes 4/4, gains all creature types, and gains flying until end of turn.
Changeling magic grants unusual wishes.

— Jim Pavelec
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Zephyr Net 1 U

Enchantment — Aura

Enchant creature
 Enchanted creature has defender and flying.
Faeries hang beings that interest them as ornaments in the sky, each clique competing to outshine the prize of the last.

— Heather Hudson
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Black Poplar Shaman 2 ♠

Creature — Treefolk Shaman

2 ♠: Regenerate target Treefolk.
It absorbs the pain of other treefolk, which leaves it bitter, yet addicted to the sensation of agony.

— Mark Poole
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Bog Hoodlums 5 ♣

Creature — Goblin Warrior

Bog Hoodlums can't block.
 When Bog Hoodlums comes into play, clash with an opponent. If you win, put a +1/+1 counter on Bog Hoodlums. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Benjamin Duvigneau
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Boggart Birth Rite 3 ♣

Tribal Sorcery — Goblin

Return target Goblin card from your graveyard to your hand.
Auntie excitedly held up the squalling newborn. "This one looks like Bywoog! Maybe he'll tell us what he saw and felt in the beyond."

— Ralph Horsley
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Boggart Harbinger 2 ♣

Creature — Goblin Shaman

When Boggart Harbinger comes into play, you may search your library for a Goblin card, reveal it, then shuffle your library and put that card on top of it.

— Steve Prescott
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Boggart Loggers 2 ♣

Creature — Goblin Rogue

Forestwalk
2 ♣: Sacrifice Boggart Loggers: Destroy target Treefolk or Forest.
Auntie Flint lent axes to Nibb and Gyik, thinking they'd share their experiences with her. She's still waiting for them to come back.

— Jasper Eisinger
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Boggart Mob 3 ♣

Creature — Goblin Warrior

Champion a Goblin (*When this comes into play, sacrifice it unless you remove another Goblin you control from the game. When this leaves play, that card returns to play.*)
 Whenever a Goblin you control deals combat damage to a player, you may put a 1/1 black Goblin Rogue creature token into play.

— Thomas Denmark
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Cairn Wanderer 4 ♣

Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
 As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

— Nils Hamm
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Colfenor's Plans 2 3 3

Enchantment

When Colfenor's Plans comes into play, remove the top seven cards of your library from the game face down.
You may look at and play cards removed from the game with Colfenor's Plans.
Skip your draw step.
You can't play more than one spell each turn.

—Barrell Roche
A 4/04/04 ©2004 Wizards of the Coast, Inc. 2/10

Dread 3 3 3 3

Creature — Elemental Incarnation

Fear
Whenever a creature deals damage to you, destroy it.
When Dread is put into a graveyard, shuffle it into its owner's library.

—Matt Cavotta
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Dreamspoiler Witches 3 3

Creature — Faerie Wizard

Flying
Whenever you play a spell during an opponent's turn, you may have target creature get -1/-1 until end of turn.
At night, the faeries steal dreamstuff for their queen. At daybreak, countless creatures wake weak and hollow.

—Jeff Easley
A 4/04/04 ©2004 Wizards of the Coast, Inc. 2/72

Exiled Boggart 1 3

Creature — Goblin Rogue

When Exiled Boggart is put into a graveyard from play, discard a card.
Among the boggarts, there is only one real rule: all new treasures and experiences must be shared. Those who hoard their gifts commit the one truly unforgivable sin.

—Pete Waters
A 4/04/04 ©2004 Wizards of the Coast, Inc. 2/72

Eyebright's Ending 2 3

Tribal Instant — Elf

Destroy target non-Elf creature.
*"Those without beauty are Lorwyn's greatest tumor. The winners have an unpleasant duty, but a necessary one."
—Eidren, perfect of Lys Alana*

—Don Weir
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Facevaulter 3

Creature — Goblin Warrior

☛ Sacrifice a Goblin: Facevaulter gets +2/+2 until end of turn.
Boggarts get so excited when they find something new to smash that they really don't notice who gets underfoot.

—Warren Reynolds
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Faerie Tauntings 2 3

Tribal Enchantment — Faerie

Whenever you play a spell during an opponent's turn, you may have each opponent lose 1 life.
Beneath the fae's constant pranks runs a subtler undercurrent of mockery: the influence of Oona, their hidden queen.

—Michael Sutfin
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Final Revels 4 3

Sorcery

Choose one — All creatures get +2/+0 until end of turn, or all creatures get -0/-2 until end of turn.
One whiff of the sweet, pungent scent leads to euphoria—or to an early grave.

—Dexter Eversun
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Fodder Launch 3 3

Tribal Sorcery — Goblin

As an additional cost to play Fodder Launch, sacrifice a Goblin.
Target creature gets -5/-5 until end of turn. Fodder Launch deals 5 damage to that creature's controller.
Leave it to a boggart to come up with a projectile as disgusting as it is deadly.

—Nils Hamm
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Footbottom Feast 2



Instant

Put any number of target creature cards from your graveyard on top of your library.
Draw a card.

The scent of rot and vinegar fills the marsh, inciting bogbarts from every rearden to reinvig and feast.

— Jim Nelson

Ghostly Changeling 2



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

1: Ghostly Changeling gets +1/+1 until end of turn.

In desolate places, changelings may take the shape of fancies, or memories, or fears.

— Chuck Lukacs

Hoarder's Greed 3



Sorcery

You lose 2 life and draw two cards, then clash with an opponent. If you win, repeat this process. (*Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.*)

— Pete Venters

Hornet Harasser 2



Creature — Goblin Shaman

When Hornet Harasser is put into a graveyard from play, target creature gets -2/-2 until end of turn.

*"And though she didn't get her honey, Auntie found something far more interesting."
— A tale of Auntie Grub*

— Nils Hamm

Hunter of Eyebrights 3



Creature — Elf Assassin

When Hunter of Eyebrights comes into play, put a +1/+1 counter on target creature you don't control.

2: Destroy target creature with a counter on it.

Snobik ran as fast as he could, but the sound of hooves grew ever louder in his ears.

— Jaeger Ehlers

Knucklebone Witch 3



Creature — Goblin Shaman

Whenever a Goblin you control is put into a graveyard from play, you may put a +1/+1 counter on Knucklebone Witch.

Each bone honors its owner's best pranks.

— Jim Paivice

Liliana Vess 3



Planeswalker — Liliana

+1: Target player discards a card.

-2: Search your library for a card, then shuffle your library and put that card on top of it.

-8: Put all creature cards in all graveyards into play under your control.

— Aleks Brckol

Lys Alana Scarblade 2



Creature — Elf Assassin

: Discard an Elf card: Target creature gets -X-X until end of turn, where X is the number of Elves you control.

In beauty-obsessed Lys Alana, one cut of her blade means the difference between a high society feast and raking through the dungheap for scraps.

— Christopher Mee-Per

Mad Auntie 2



Creature — Goblin Shaman

Other Goblin creatures you control get +1/+1.

: Regenerate another target Goblin.

One part cunning, one part wise, and many, many parts demented.

— Wayne Reynolds

Makeshift Mannequin 3

Instant

Return target creature card from your graveyard to play with a mannequin counter on it. As long as that creature has a mannequin counter on it, it has "When this creature becomes the target of a spell or ability, sacrifice it."

"This vulgar mimicry will end now!"
—Desmera, perfect of Wren's Run

Barrell Riche

Marsh Flitter 3

Creature — Faerie Rogue

Flying

When Marsh Flitter comes into play, put two 1/1 black Goblin Rogue creature tokens into play.

Sacrifice a Goblin: Marsh Flitter becomes 3/3 until end of turn.

Wayne Reynolds

Moonglove Winnower 3

Creature — Elf Rogue

Deathtouch (Whenever this creature deals damage to a creature, destroy that creature.)

Winnowers live to eliminate eyeblights, creates the elves deem too ugly to exist.

William O'Connor

Mournwhelk 6

Creature — Elemental

When Mournwhelk comes into play, target player discards two cards.

Evoke 3 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

It hoards Lorwyn's rare sorrows.

Jeremy Jarvis

Nameless Inversion 4

Tribal Instant — Shapeshifter

Changing (This card is every creature type at all times.)

Target creature gets +3/-3 and loses all creature types until end of turn.

Just as a changeling's influence can have dramatic effects, so too can its sudden withdrawal.

Jeff Miracola

Nath's Buffoon 4

Creature — Goblin Rogue

Protection from Elves

Smik learned the elvish dance quickly enough. The most difficult, yet most important step was to stay out of Nath's sight until called to perform.

Thomas Debusfle

Nectar Faerie 4

Creature — Faerie Wizard

Flying

♦, ♦♦: Target Faerie or Elf gains lifelink until end of turn. (Whenever it deals damage, its controller gains that much life.)

"The unpredictable fae are just as likely to bring a blight as a boon."

—Desmera, perfect of Wren's Run

Thomas Debusfle

Nettlevine Blight 4

Enchantment — Aura

Enchant creature or land

Enchanted permanent has "At the end of your turn, sacrifice this permanent and attach Nettlevine Blight to a creature or land you control."

Michael Sautter

Nightshade Stinger 4

Creature — Faerie Rogue

Flying

Nightshade Stinger can't block.

"Most faeries are harmless pranksters. Every now and again, though, you get one that crosses over from mischievous to malicious."

—Gaddock Teeg

Mark Poole

Oona's Prowler



Creature — Faerie Rogue

Flying
Discard a card: Oona's Prowler gets -2/-0 until end of turn. Any player may play this ability.

Deep in Glen Elendra blossoms Oona, queen of the faeries, nourished by secrets and pollinated by stolen dreams.

Wayne England
3/1

Peppersmoke



Tribal Instant — Faerie

Target creature gets -1/-1 until end of turn. If you control a Faerie, draw a card.

Like being trapped in a perpetual sneeze, faerie-dust poisoning is both exhilarating and agonizing.

Rebecca Gray
3

Profane Command



Sorcery

Choose two — Target player loses X life; or return target creature card with converted mana cost X or less from your graveyard to play; or target creature gets -X/-X until end of turn; or up to X target creatures gain fear until end of turn.

Wayne England
3

Prowess of the Fair



Tribal Enchantment — Elf

Whenever another nontoken Elf is put into your graveyard from play, you may put a 1/1 green Elf Warrior creature token into play.

An elvish duel is a thing of beauty: the warriors' grace, the crash of steel, then the artful spray of blood.

Jeremy Jarvis
3

Quill-Slinger Boggart



Creature — Goblin Warrior

Whenever a player plays a Kithkin spell, you may have target player lose 1 life.

*"A good day in Goldmeadow is one in which I don't spend all evening picking quills out of my backside."
—Calydd, kithkin farmer*

Warren Mahy
3/2

Scarred Vinebreeder



Creature — Elf Shaman

2 ♠, Remove an Elf card in your graveyard from the game: Scarred Vinebreeder gets +3/+3 until end of turn.

For disfigured elves, there are few choices beyond death or nettlevine.

Alex Hürley-Ofaridelli
1/1

Shriekmaw



Creature — Elemental

Fear
When Shriekmaw comes into play, destroy target nonartifact, nonblack creature.

Evolve 1 ♠ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Steve Prescott
3/2

Skeletal Changeling



Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

1 ♠: Regenerate Skeletal Changeling.

Though they lack true flesh and bone of their own, changelings imitate either with equal ease.

Alan Pollack
1/1

Spiderwig Boggart



Creature — Goblin Shaman

When Spiderwig Boggart comes into play, target creature gains fear until end of turn.

Auntie Flint was the first to pioneer the spiderwig, a mass of arachnids intended to be worn rather than eaten.

Larry MacDougall
2/2

Squeaking Pie Sneak 1 2



Creature — Goblin Rogue

As an additional cost to play Squeaking Pie Sneak, reveal a Goblin card from your hand or pay 3.
Fear

*"Why do our pies squeak? It's all the faeries, mice, and prickly-hogs we stuff inside."
—Borb of the Squeaking Pie warren*

—Jeff Miracola 2/2

Thieving Sprite 2 3



Creature — Faerie Rogue

Flying

When Thieving Sprite comes into play, target player reveals X cards from his or her hand, where X is the number of Faeries you control. You choose one of those cards. That player discards that card.

—Dan Scott 1/1

Thornthooth Witch 3 3



Creature — Treefolk Shaman

Whenever you play a Treefolk spell, you may have target creature get +3/-3 until end of turn.

*The crows's boughs creaked as she spoke.
"You look peaked, little one. Come, sip from my warm brew. It'll have you blooming in no time."*

—William O'Rourke 3/4

Thoughtseize 3



Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

"Any dream is a robust harvest. Still, I prefer the timetorn dreams, heavy with import, that haunt the obsessive mind."

—Alexei Borich 1/1

Warren Pilferers 4 4



Creature — Goblin Rogue

When Warren Pilferers comes into play, return target creature card from your graveyard to your hand. If that card is a Goblin card, Warren Pilferers gains haste until end of turn.

"What do they need all this stuff for? They're dead. We're alive. Simple enough."

—Wayne Reynolds 3/3

Weed Strangle 3 3



Sorcery

Destroy target creature. Clash with an opponent. If you win, you gain life equal to that creature's toughness. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Jesper Eising 1/1

Adder-Staff Boggart 1 2



Creature — Goblin Warrior

When Adder-Staff Boggart comes into play, clash with an opponent. If you win, put a +1/+1 counter on Adder-Staff Boggart. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Jeff Miracola 2/1

Ashling the Pilgrim 1 1



Legendary Creature — Elemental Shaman

1: Put a +1/+1 counter on Ashling the Pilgrim. If this is the third time this ability has resolved this turn, remove all +1/+1 counters from Ashling the Pilgrim, and it deals that much damage to each creature and each player.

—Dan Harvey Reynolds 1/1

Ashling's Prerogative 1 2



Enchantment

As Ashling's Prerogative comes into play, choose odd or even. (Zero is even.) Each creature with converted mana cost of the chosen value has haste. Each creature without converted mana cost of the chosen value comes into play tapped.

—Dan Warren & Matty 1/1

Axegrinder Giant 4 2



Creature — Giant Warrior

The angriest of giants are often the most skillful weaponsmiths. Their grudges fuel endless sessions at the forge, all the while growing ferociously to themselves.

—Matzen Mabs

6/4

Blades of Velis Vel 1 2



Tribal Instant — Shapeshifter

Changeling (This card is every creature type at all times.)

Up to two target creatures each get +2/+0 and gain all creature types until end of turn.

"The changing kind suffers as we do. We must join as one to quench our tyrants!"

—Ron Speiser

Blind-Spot Giant 2 2



Creature — Giant Warrior

Blind-Spot Giant can't attack or block unless you control another Giant.

Among the solitude-loving giantkind, teamwork is unusual. But he appreciates hearing the occasional "Seem down and to your left."

—Jim Murray

4/3

Boggart Forager 2



Creature — Goblin Rogue

☛ Sacrifice Boggart Forager. Target player shuffles his or her library.

"Reach in that hole, find a sparkly."

—Auntie wisdom

—Kurt Speiser

1/1

Boggart Shenanigans 2 2



Tribal Enchantment — Goblin

Whenever another Goblin you control is put into a graveyard from play, you may have Boggart Shenanigans deal 1 damage to target player.

Boggarts revel in discovering new sensations, from the texture of an otter pellet to the squeak of a dying warren mate.

—Matzen Mabs

Boggart Sprite-Chaser 1 2



Creature — Goblin Warrior

As long as you control a Faerie, Boggart Sprite-Chaser gets +1/+1 and has flying.

"Auntie pointed out to the faerie how much mischief a flying boggart could wreak, and a beautiful new friendship was born."

—A tale of Auntie Grub

—Mark Dobie

1/2

Caterwauling Boggart 3 2



Creature — Goblin Shaman

Each Goblin you control can't be blocked except by two or more creatures. Each Elemental you control can't be blocked except by two or more creatures.

"As far as I can tell, that frog dangling from the stick serves absolutely no purpose whatsoever."

—Gaddock Teeg

—Steven Bellettin

2/2

Ceaseless Searblades 3 2



Creature — Elemental Warrior

Whenever you play an activated ability of an Elemental, Ceaseless Searblades gets +1/+0 until end of turn.

Flamekings' fires burn cool until they decide otherwise.

—Jim Murray

2/4

Chandra Nalaar 3 2 2



Planeswalker — Chandra

+1 : Chandra Nalaar deals 1 damage to target player.

-X : Chandra Nalaar deals X damage to target creature.

-8 : Chandra Nalaar deals 10 damage to target player and each creature he or she controls.

—Aleksi Briclar

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6

Changeling Berserker 3



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
 Hate
 Champion a creature (*When this comes into play, sacrifice it unless you remove another creature you control from the game. When this leaves play, that card returns to play.*)

—Warren Mahy

5/3

Consuming Bonfire 3



Tribal Sorcery — Elemental

Choose one — Consuming Bonfire deals 4 damage to target non-Elemental creature; or Consuming Bonfire deals 7 damage to target Treefolk creature.

“The elves use treefolk to drive us away. It is time to remove their tools.”
 —Vessifrus, flamekin demagogue

—Scotty Gallucci

Crush Underfoot 1



Tribal Instant — Giant

Choose a Giant creature you control. It deals damage equal to its power to target creature.

Five-toed grave
 —Kithkin phrase meaning “a giant’s footprint”

—Mark Zug

Faultgrinder 6



Creature — Elemental

Trample
 When Faultgrinder comes into play, destroy target land.
 Evoke 4 (You may play this spell for its evoke cost. If you do, it’s sacrificed when it comes into play.)

—Anthony S. Waters

4/4

Fire-Belly Changeling 1



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
 Fire-Belly Changeling gets +1/+0 until end of turn. Play this ability no more than twice each turn.

“My ears say it hisses. My fingers say it burns.”
 —Auntie Wort

—Scotty Gallucci

1/1

Flamekin Bladewhirl



Creature — Elemental Warrior

As an additional cost to play Flamekin Bladewhirl, reveal an Elemental card from your hand or pay 3.

“The elves may try to confine us, but they will learn that our blazing spirit can never be suppressed!”
 —Vessifrus, flamekin demagogue

—Mark Zug

2/1

Flamekin Brawler



Creature — Elemental Warrior

Flamekin Brawler gets +1/+0 until end of turn.
When he hits people, they stay hit.

—Dave Baker

0/2

Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger comes into play, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

—Steve Prescott

1/1

Flamekin Spittlefire 1



Creature — Elemental Shaman

Spittlefire deals 1 damage to target creature or player.
Some flamekin warriors explore the art of coherence, an ancient discipline that harnesses the chaos of fire and focuses it with pinpoint precision.

—Julian Borer & Gabór Süköcs

1/1

Giant Harbinger 4

Creature — Giant Shaman

When Giant Harbinger comes into play, you may search your library for a Giant card, reveal it, then shuffle your library and put that card on top of it.

—Steve Prescott

3/4

Giant's Ire 3

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

—Alex Horley-Orlowski

Glarewielder 4

Creature — Elemental Shaman

Haste

When Glarewielder comes into play, up to two target creatures can't block this turn.

Evolve 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Jill Hauman

3/1

Goatnapper 2

Creature — Goblin Rogue

When Goatnapper comes into play, untap target Goat and gain control of it until end of turn. It gains haste until end of turn.

Kith goats are just for practice. The real prize, of course, is a giant's cloudfloat.

—Matt Specko

2/2

Hamletback Goliath 6

Creature — Giant Warrior

Whenever another creature comes into play, you may put X +1/+1 counters on Hamletback Goliath, where X is that creature's power.

"If you live on a giant's back, there's only one individual you'll ever need to fear."

—Gaddock Teeg

—Baronie & Brian Boudley

6/6

Hearthcage Giant 6

Creature — Giant Warrior

When Hearthcage Giant comes into play, put two 3/1 red Elemental Shaman creature tokens into play. Sacrifice an Elemental: Target Giant creature gets +3/+1 until end of turn.

The flamekin are mere kindling for his warmth.

—Colleen Jones & Connor Schickel

5/5

Heat Shimmer 2

Sorcery

Put a token into play that's a copy of target creature. It has haste and "At end of turn, remove this permanent from the game."

"Better to flare out than to gutter."

—Flamekin expression

—Heath Whitnack

Hostility 3

Creature — Elemental Incarnation

Haste

If a spell you control would deal damage to an opponent, prevent that damage. Put a 3/1 red Elemental Shaman creature token with haste into play for each 1 damage prevented this way.

When Hostility is put into a graveyard from anywhere, shuffle it into its owner's library.

—Dmitry Katyan

6/6

Hurly-Burly 1

Sorcery

Choose one — Hurly-Burly deals 1 damage to each creature without flying; or Hurly-Burly deals 1 damage to each creature with flying.

Things were popping like corn in a skillet. Olly landed in the pig pen with his prize sow on top of him, both squealin' like boggars.

—Deagan, com of Burrenton

—Steve Prescott

Incandescent Soulstoke 2



Creature — Elemental Shaman

Other Elemental creatures you control get +1/+1.

1 ♣, ♠: You may put an Elemental creature card from your hand into play. That creature gains haste until end of turn. Sacrifice it at end of turn.

— Todd Lockwood 2/2

Incendiary Command 3

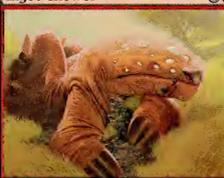


Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

— Wayne England 3/3

Ingot Chewer 4



Creature — Elemental

When Ingot Chewer comes into play, destroy target artifact.

Evoke ♣ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Elementals are ideas given form. This one is the idea of "smashitude."

— Ken Walder 3/3

Inner-Flame Acolyte 3



Creature — Elemental Shaman

When Inner-Flame Acolyte comes into play, target creature gets +2/+0 and gains haste until end of turn.

Evoke ♣ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

— Kent Speers 2/2

Inner-Flame Igniter 2



Creature — Elemental Warrior

2 ♣: Creatures you control get +1/+0 until end of turn. If this is the third time this ability has resolved this turn, creatures you control gain first strike until end of turn.

A light an army can follow.

— Scott Hampton 2/2

Lash Out 2



Instant

Lash Out deals 3 damage to target creature. Clash with an opponent. If you win, Lash Out deals 3 damage to that creature's controller. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Scott Hampton 2/2

Lowland Oaf 3



Creature — Giant Warrior

♠: Target Goblin creature you control gets +1/+0 and gains flying until end of turn. Sacrifice that creature at end of turn.

"I don't know why the little one was so mad. He said to put him down, and I put him down."

— Jeff Geste 3/3

Mudbutton Torchrunner 2



Creature — Goblin Warrior

When Mudbutton Torchrunner is put into a graveyard from play, it deals 3 damage to target creature or player.

The oil sloshes against his skull as he nears his destination: the Frogstoser Games and the lighting of the Flaming Boggart.

— Steve Ellis 1/1

Needle Drop 2



Instant

Needle Drop deals 1 damage to target creature or player that was dealt damage this turn.

Draw a card.

"First it was plowes and mulldrifers. Now it's knitting needles the size of javelins."
— Calydd, lathkn farmer

— Greg Suckale 2/2

Lorwyn Card Encyclopedia

Nova Chaser 3

Creature — Elemental Warrior

Trample
Champion an Elemental (*When this comes into play, sacrifice it unless you remove another Elemental you control from the game. When this leaves play, that card returns to play.*)

— Dan Scott 10/2

Rebellion of the Flamekin 3

Tribal Enchantment — Elemental

Whenever you clash, you may pay 1. If you do, put a 3/1 red Elemental Shaman creature token into play. If you won, that token gains haste until end of turn. (*This ability triggers after the clash ends.*)

— Dan Scott 10/2

Smokebraider 1

Creature — Elemental Shaman

• Add two mana in any combination of colors to your mana pool. Spend this mana only to play Elemental spells or activated abilities of Elementals.

"Be silent and listen to your inner fire. Only then can you walk the Path of Flame."

— Anthony's Waters 1/1

Soulbright Flamekin 1

Creature — Elemental Shaman

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add to your mana pool.

When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

— Greg Walker 2/1

Stinkdrinker Daredevil 2

Creature — Goblin Rogue

Giant spells you play cost 2 less to play.

Boggarts constantly strive to outdo each other with the things they bring back to the warren, each hoping the exploit will become as well-known as those of Auntie Grub.

— Pete Ventres 1/3

Sunrise Sovereign 5

Creature — Giant Warrior

Other Giant creatures you control get +2/+2 and have trample.

A hundred generations has he mentored, a hundred armies has he crushed beneath his feet, yet only a hundred words has he ever spoken, each more revered than a hundred books.

— William O'Connor 5/5

Tar Pitcher 3

Creature — Goblin Shaman

• Sacrifice a Goblin: Tar Pitcher deals 2 damage to target creature or player.

"Auntie Grub had caught a goat, a bleating doe that still squirmed in her arms. At the same time, her warren decided to share with her a sensory greasing of hot tar. . . ."
—A tale of Auntie Grub

— Umar Kayyan 2/2

Tarfire 2

Tribal Instant — Goblin

Tarfire deals 2 damage to target creature or player.

"After Auntie brushed the soot from her eyes, she discovered something wonderful: the fire had turned the goat into something that smelled delicious."
—A tale of Auntie Grub

— Umar Kayyan 2/2

Thundercloud Shaman 3

Creature — Giant Shaman

When Thundercloud Shaman comes into play, it deals damage equal to the number of Giants you control to each non-Giant creature.

He cares not for the disasters his storm brings as long as his path ahead is clear.

— Greg Staples 4/4

Wild Ricochet 2 2

Instant

You may choose new targets for target instant or sorcery spell. Then copy that spell. You may choose new targets for the copy.

"I knew that trick long before your great-grandmother's great-grandmother was born."

—Lathan Sooth

Battlewand Oak 2 2

Creature — Treefolk Warrior

Whenever a Forest comes into play under your control, Battlewand Oak gets +2/+2 until end of turn.

Whenever you play a Treefolk spell, Battlewand Oak gets +2/+2 until end of turn.

—Steve Prescott

1/3

Bog-Strider Ash 3 3

Creature — Treefolk Shaman

Swampwalk

Whenever a player plays a Goblin spell, you may pay ♣. If you do, you gain 2 life.

"If you want to test wisdom, offer it to fools and watch how they tear it up."

—Steven Bellardin

2/4

Briarhorn 3 3

Creature — Elemental

Flash

When Briarhorn comes into play, target creature gets +3/+3 until end of turn.

Evolve 1 ♣ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Nikh Heman

3/3

Changeling Titan 4 3

Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

Champion a creature (When this comes into play, sacrifice it unless you remove another creature you control from the game. When this leaves play, that card returns to play.)

—Jesper Ejsing

7/7

Cloudcrown Oak 2 3 3

Creature — Treefolk Warrior

Reach (This can block creatures with flying.)

"Clever folk build their homes near cloudcrowns. If a hawk or even just a faerie tries to swoop in, it'll get swatted from here to Cloverdell!"

—Calynda, kitchen farmer

3/4

Cloudthresher 2 2 2 2 2

Creature — Elemental

Flash

Reach (This can block creatures with flying.)

When Cloudthresher comes into play, it deals 2 damage to each creature with flying and each player.

Evolve 2 ♣♣ (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

—Christopher Hoeller

7/7

Dauntless Dourbark 3 3

Creature — Treefolk Warrior

Dauntless Dourbark's power and toughness are each equal to the number of Forests you control plus the number of Treefolk you control.

Dauntless Dourbark has trample as long as you control another Treefolk.

—Jeremy Jarvis

1

Elvish Branchbender 2 2

Creature — Elf Druid

☛: Until end of turn, target Forest becomes an X/X Treefolk creature in addition to its other types, where X is the number of Elves you control.

"How do the vinebark feel? Fahl! We do not ask the puppet how it feels when the puppeteer bids it dance."

—Ralph Harlowe

2/2

Elvish Eulogist 



Creature — Elf Shaman 

Sacrifice Elvish Eulogist: You gain 1 life for each Elf card in your graveyard.

"No matter how adept our artistic skill, our effigies can never hope to capture the vibrant beauty of a living elf. Perhaps that is truly why we mourn."

— Ben Thompson  1/1

Elvish Handservant 



Creature — Elf Warrior 

Whenever a player plays a Giant spell, you may put a +1/+1 counter on Elvish Handservant.

The hardest lesson for any elf to learn is humility. It takes a giant to teach that.

— Steve Prescott  1/1

Elvish Harbinger 



Creature — Elf Druid 

When Elvish Harbinger comes into play, you may search your library for an Elf card, reveal it, then shuffle your library and put that card on top of it.

 Add one mana of any color to your mana pool.

— Larry MacDougall  1/2

Elvish Promenade 



Tribal Sorcery — Elf 

Put a 1/1 green Elf Warrior creature token into play for each Elf you control.

The faultless and immaculate castes form the lower tiers of elvish society, with the exquisite caste above them. At the pinnacle is the perfect, a consummate blend of artist, cat and predator.

— Steve Ellis  3

Epic Proportions 



Enchantment — Aura 

Flash
Enchant creature
Enchanted creature gets +5/+5 and has trample.

From mite to mighty.

— Jesper Eping  4

Eyes of the Wisent 



Tribal Enchantment — Elemental 

Whenever an opponent plays a blue spell during your turn, you may put a 4/4 green Elemental creature token into play.

*Calm as a wisent's watch
—Elvish expression meaning "safe"*

— Aleksi Bricker  4

Fertile Ground 



Enchantment — Aura 

Enchant land
Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Pretty, valuable, and delicious—a boggart thief's trifecta.

— Mark Tedin  4

Fistful of Force 



Instant 

Target creature gets +2/+2 until end of turn. Clash with an opponent. If you win, that creature gets an additional +2/+2 and gains trample until end of turn. (Each clashing player reveals the top card of his or her library; the player that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Ralgh Horsley  4

Garruk Wildspeaker 



Planeswalker — Garruk 

 1: Untap two target lands.

 -1: Put a 3/3 green Beast creature token into play.

 -4: Creatures you control get +3/+3 and gain trample until end of turn.

— Aleksi Bricker  3

Gilt-Leaf Ambush 2♣



Tribal Instant — Elf 2

Put two 1/1 green Elf Warrior creature tokens into play. Clash with an opponent. If you win, those creatures gain deathtouch until end of turn. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost. Whenever a creature with deathtouch deals damage to a creature, destroy that creature.)

—Steve Prescott

Gilt-Leaf Seer 2♣



Creature — Elf Shaman 2

♣, ♠: Look at the top two cards of your library, then put them back in any order.

Desmera blinded her seers so that her beauty would be the last image burned in their memories. The act only deepened their insight.

—Darrell Riche

Guardian of Cloverdell 5♣♣



Creature — Treefolk Shaman 4

When Guardian of Cloverdell comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

♣, ♠: Sacrifice a Kithkin. You gain 1 life.

Although they're protective of all creatures, many treefolk are especially fond of the empathic Antikin.

—Jennifer Frazee

Heal the Scars 3♣



Instant 2

Regenerate target creature. You gain life equal to that creature's toughness.

Elvish battle-magic has evolved two specialties: inflicting wounds that scar, and healing wounds without scarring. Politics determines the recipients of each.

—Carl Frank

Hunt Down 1♣



Sorcery 2

Target creature blocks target creature this turn if able.

"Springjacks and faeries can be difficult to hunt, but my favorite prey are the flamekin. They never fail to put up a worthy fight when cornered."

—Christopher Mueller

Immaculate Magistrate 3♣



Creature — Elf Shaman 4

♠: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

—Jim Nelson

Imperious Perfect 2♣



Creature — Elf Warrior 2

Other Elf creatures you control get +1/+1.

♣, ♠: Put a 1/1 green Elf Warrior creature token into play.

In a culture of beauty, the most beautiful are worshipped as gods.

—Scott M. Fischer

Incremental Growth 3♣♣



Sorcery 2

Put a +1/+1 counter on target creature, two +1/+1 counters on another target creature, and three +1/+1 counters on a third target creature.

"Tie a mouse under a bridge, and your cabbages will triple in size."
—Kithkin superstition

—Chuck Bakera

Jagged-Scar Archers 1♣♣



Creature — Elf Archer 2

Jagged-Scar Archers's power and toughness are each equal to the number of Elves you control.

♠: Jagged-Scar Archers deals damage equal to its power to target creature with flying.

—Parceno

Kithkin Daggerdare 



Creature — Kithkin Soldier 

♦, ♣: Target attacking creature gets +2/+2 until end of turn.

The kith dance their elaborate reels not merely to celebrate the events of their lives but to form an unbreakable bond of loyalty with their kin, a bond stronger than the fear of death itself.

— Christopher Moeller 1/1

Kithkin Mourncaller 



Creature — Kithkin Scout 

Whenever an attacking Kithkin or Elf is put into your graveyard from play, you may draw a card.

Eidren's hunts are dangerous affairs. All dread the inevitable recounting of those who died while flushing out his prey.

— Dominick Domingo 2/2

Lace with Moonglove 



Instant 

Target creature gains deathtouch until end of turn. (Whenever it deals damage to a creature, destroy that creature.) Draw a card.

"Which is more filled with poison: the flower of the moonglove or the minds of elves?"
— Vessjraas, Jlamkeen demagogue

— Rebecca Garay 1/1

Lammastide Weave 



Instant 

Name a card, then target player puts the top card of his or her library into his or her graveyard. If that card is the named card, you gain life equal to its converted mana cost. Draw a card.

"A ribbon torn will ward away dark dreams."

— Howard Lyon 1/1

Leaf Gilder 



Creature — Elf Druid 

♣: Add ♠ to your mana pool.

Eidren, perfect of Lys Alana, ordered hundreds of trees uprooted and rearranged into a pattern he deemed beautiful. Thus the Gilt-Leaf Wood was born.

— Quinton Hoover 2/1

Lignify 



Tribal Enchantment — Treefolk Aura 

Enchant creature
Enchanted creature is a 0/4 Treefolk with no abilities.

Bulgo paused, puzzled. What was that rustling sound, and why did he feel so stiff? And how could his feet be so thirsty?

— Jasper Ejsing 1/1

Lys Alana Huntmaster 



Creature — Elf Warrior 

Whenever you play an Elf spell, you may put a 1/1 green Elf Warrior creature token into play.

From the highest tiers of Datan's Light Palace to the deepest shade of Wren's Run, the silver notes of the horn shimmer through the air, and all who hear it feel its pull.

— Fred Ventres 3/3

Masked Admirers 



Creature — Elf Shaman 

When Masked Admirers comes into play, draw a card.

Whenever you play a creature spell, you may pay ♣♣. If you do, return Masked Admirers from your graveyard to your hand.

"Beauty determines value, and we determine beauty."

— Eric Ventres 3/2

Nath's Elite 



Creature — Elf Warrior 

All creatures able to block Nath's Elite do so. When Nath's Elite comes into play, clash with an opponent. If you win, put a +1/+1 counter on Nath's Elite. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

— Wayne Reynolds 4/2

Oakgnarl Warrior 3♣♣

Creature — Treefolk Warrior

Vigilance, trample

"Roam as you will, your roots remain in the strong earth of your Rising."

—Jim Nelson

5/7

Primal Command 3♣♣

Sorcery

Choose two — Target player gains 7 life; or put target noncreature permanent on top of its owner's library; or target player shuffles his or her graveyard into his or her library; or search your library for a creature card, reveal it, put it into your hand, then shuffle your library.

—Wayne England

Rootgrapple 4♣

Tribal Instant — Treefolk

Destroy target noncreature permanent. If you control a Treefolk, draw a card.

"All the sylvan secrets of this world are etched between my rings. The shingfolk's metal aberrations can rot between my roots."

—Colfenor, the Last Yew

—Alan Pohlack

Seedguide Ash 4♣

Creature — Treefolk Druid

When Seedguide Ash is put into a graveyard from play, you may search your library for up to three Forest cards and put them into play tapped. If you do, shuffle your library.

"May you shade three generations of seedlings."

—John Woo

4/4

Spring Cleaning 1♣

Instant

Destroy target enchantment. Clash with an opponent. If you win, destroy all enchantments your opponents control.

(Each clashing player reveals the top card of his or her library; then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

—Michael Sautin

Sylvan Echoes 1♣

Enchantment

Whenever you clash and win, you may draw a card. *(This ability triggers after the clash ends.)*

It takes a huntmaster's eye to discern the contours of mythical prey.

—Robb's a Gnar

Timber Protector 4♣

Creature — Treefolk Warrior

Other Treefolk creatures you control get +1/+1.

Other Treefolk and Forests you control are indestructible.

In his presence, an ordinary grove becomes a bastion to turn spells and break armies.

—Terese Nielsen & Philip Tan

4/6

Treefolk Harbinger 1♣

Creature — Treefolk Druid

When Treefolk Harbinger comes into play, you may search your library for a Treefolk or Forest card, reveal it, then shuffle your library and put that card on top of it.

—Larry MacDonough

0/3

Vigor 3♣♣♣

Creature — Elemental Incarnation

Trample

If damage would be dealt to a creature you control other than Vigor, prevent that damage. Put a +1/+1 counter on that creature for each 1 damage prevented this way.

When Vigor is put into a graveyard from anywhere, shuffle it into its owner's library.

—Jim Murray

6/6

Warren-Scourge Elf 



Creature — Elf Warrior 

Protection from Goblins

"If one can associate any virtue with the eyeblights, it is the talent some achieve in disposing of them. I have seen the slaying of boggarts raised recently to the art of juggling."

—Miala, Gilt-Leaf tanner

—Christopher Hoerler
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

1/1

Woodland Changeling 



Creature — Shapeshifter 

Changeling (This card is every creature type at all times.)

Changelings cannot resist the draw of a new shape, even if doing so would be in their best interests.

—Fritz Vohwinkel
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

2/2

Woodland Guidance 



Sorcery 

Return target card from your graveyard to your hand. Clash with an opponent. If you win, untap all Forests you control. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

Remove Woodland Guidance from the game.

—Richard Sardinha
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

Wren's Run Packmaster 



Creature — Elf Warrior 

Champion an Elf (When this comes into play, sacrifice it unless you remove another Elf you control from the game. When this leaves play, that card returns to play.)

2♦♦ Put a 2/2 green Wolf creature token into play.

Each Wolf you control has deathtouch. (When it deals damage to a creature, destroy that creature.)

—Mark Zug
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

5/5

Wren's Run Vanquisher 



Creature — Elf Warrior 

As an additional cost to play Wren's Run Vanquisher, reveal an Elf card from your hand or pay 3.

Deathtouch (Whenever this creature deals damage to a creature, destroy that creature.)

—Parsons
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

3/3

Brión Stoutarm 



Legendary Creature — Giant Warrior 

Lifelink (Whenever this creature deals damage, you gain that much life.)

♦♦♦ Sacrifice a creature other than Brión Stoutarm: Brión Stoutarm deals damage equal to the sacrificed creature's power to target player.

—Johan Bures & Gabre Sikerai
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

4/4

Doran, the Siege Tower 



Legendary Creature — Treefolk Shaman 

Each creature assigns combat damage equal to its toughness rather than its power.

"Each year that passes rings my inwardly with memory and might. Weld your heart, and the world will tremble."

—Mark Zug
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

0/5

Gaddock Teeg 



Legendary Creature — Kithkin Advisor 

Noncreature spells with converted mana cost 4 or greater can't be played.

Noncreature spells with ♦ in their mana costs can't be played.

So great is his wisdom and spirit that many who hate met him say that they stood before a giant of a man and talked to the wisest of the four winds.

—Greg Staples
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

2/2

Horde of Notions 



Legendary Creature — Elemental 

Vigilance, trample, haste

♦♦♦♦♦ You may play target Elemental card from your graveyard without paying its mana cost.

Even the oldest treefolk toas but an acorn when Lorwyn's first mysteries were born.

—Adam Rex
M.A.S. (1995, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009)

5/5

Nath of the Gift-Leaf 3 3



Legendary Creature — Elf Warrior

At the beginning of your upkeep, you may have target opponent discard a card at random.

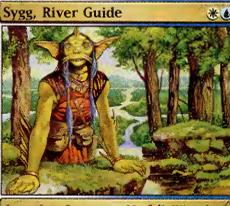
Whenever an opponent discards a card, you may put a 1/1 green Elf Warrior creature token into play.

A savage hunter with a prince's bearing.

—Mery Wellner

4/4

Sygg, River Guide 2 4



Legendary Creature — Merfolk Wizard

Islandwalk

1*: Target Merfolk you control gains protection from the color of your choice until end of turn.

"If there's a place worth going, the Merrow Lanes already do. And if there's a route worth taking, yours truly already has."

—Larry MacDougall

2/2

Wort, Boggart Auntie 2 3



Legendary Creature — Goblin Shaman

Fear

At the beginning of your upkeep, you may return target Goblin card from your graveyard to your hand.

Auntie always knows which berries to lick, which kithkin to trick, and what to do when either goes wrong.

—Larry MacDougall

3/3

Wydwen, the Biting Gale 2 4



Legendary Creature — Faerie Wizard

Flash

Flying

♦ ♦, Pay 1 life: Return Wydwen, the Biting Gale to its owner's hand.

In a world of bright, cloudless skies, she is the dark storm on the horizon.

—Miri Crivna

3/3

Colfenor's Urn 3



Artifact

Whenever a creature with toughness 4 or greater is put into your graveyard from play, you may remove it from the game.

At end of turn, if three or more cards have been removed from the game with Colfenor's Urn, sacrifice it. If you do, return those cards to play under their owner's control.

—Jim Paivlec

Deathreder 4



Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature is put into a graveyard from play, you may put a creature card from your hand into play and attach Deathreder to it.

Equip 2

—Martina Pricerova

Dolmen Gate 2



Artifact

Prevent all combat damage that would be dealt to attacking creatures you control.

Lorwyn's stones resonate with the place from which they were hewed. Though taken far, still they call to their home when silence is upon the land.

—Richard Serdella

Herbal Poulitce 0



Artifact

3, Sacrifice Herbal Poulitce: Regenerate target creature.

"Apply orange leaf to a wound at dawn to clean it, at dusk to prevent the same injury from happening again."

—Kithkin superstition

—Scott Hampton

Moonglove Extract 3



Artifact

Sacrifice Moonglove Extract: Moonglove Extract deals 2 damage to target creature or player.

Diluted, moonglove can each living tissue. Concentrated, a drop will kill a giant.

—Terese Nielsen

Rings of Brighthearth 3



Artifact

Whenever you play an activated ability, if it isn't a mana ability, you may pay 2. If you do, copy that ability. You may choose new targets for the copy.

*"Without flame, there would be no iron tools, no cooked meals, no purge of old growth to make room for new."
—Brighthearth creed*

—Howard Lyon
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Runed Stalactite 1



Artifact — Equipment

Equipped creature gets +1/+1 and is every creature type.

Equip 2

When a changeling adopts a form no other changeling has taken, a rune appears in the caverns of Velis Vel to mark the event.

—Jon Pavelle
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Springleaf Drum 1



Artifact

* Tap an untapped creature you control. Add one mana of any color to your mana pool.

After trying mudskippers for an afternoon, Scratch decided that crickcarrp made the best noise.

—Cory Van Der Haegen
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Thorn of Amethyst 2



Artifact

Noncreature spells cost 1 more to play.

Mined from a cave in the Dark Meanders, it shines brightest when no one is looking.

—Chuck Lukacs
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Thousand-Year Elixir 3



Artifact

You may play the activated abilities of creatures you control as though those creatures had haste.

1, ☉: Untap target creature.

Paradoxically, to fill the massive jug for a sip, you'd need the energy of the giant's tonic.

—Richard Sardinha
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Twinning Glass 4



Artifact

1, ☉: You may play a nonland card from your hand without paying its mana cost if it has the same name as a spell that was played this turn.

It takes too to craft a mirror: a practiced metalsmith to silver one side and her oven hazy reflection to polish the other.

—Paura Vohsewinkel
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Wanderer's Twig 1



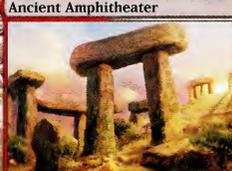
Artifact

1, Sacrifice Wanderer's Twig: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

For every tree who falls, there are countless sprouts coating to rise.

—Dave Dorman
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Ancient Amphitheater



Land

As Ancient Amphitheater comes into play, you may reveal a Giant card from your hand. If you don't, Ancient Amphitheater comes into play tapped.

☉: Add ☙ or ☚ to your mana pool.

The arbiter Galanda Feudkiller judges Lorwyn's squabbles from a lofty perspective.

—Rob Alexander
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Auntie's Hovel



Land

As Auntie's Hovel comes into play, you may reveal a Goblin card from your hand. If you don't, Auntie's Hovel comes into play tapped.

☉: Add ☙ or ☚ to your mana pool.

The Stinkdrinker warren's hill of salvaged trinkets is large enough to cut a door in.

—Wayne Reynolds
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Gilt-Leaf Palace



Land

As Gilt-Leaf Palace comes into play, you may reveal an Ill card from your hand. If you don't, Gilt-Leaf Palace comes into play tapped.

☞: Add ♠ or ♣ to your mana pool.

Damen's Lights, greatest palace of Gilt-Leaf Wood, is built on tiers of wood and power.

— Christopher Mueller
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Howtooth Hollow



Land

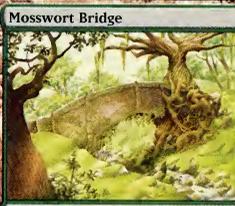
Hideaway (This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)

☞: Add ♠ to your mana pool.

♣, ♠: You may play the removed card without paying its mana cost if each player has no cards in hand.

— John Howe
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Mosswort Bridge



Land

Hideaway (This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)

☞: Add ♠ to your mana pool.

♣, ♠: You may play the removed card without paying its mana cost if creatures you control have total power 10 or greater.

— Jeremy Jarvis
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Secluded Glen



Land

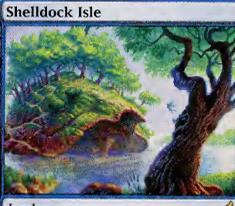
As Secluded Glen comes into play, you may reveal a Faerie card from your hand. If you don't, Secluded Glen comes into play tapped.

☞: Add ♦ or ♣ to your mana pool.

Protected by glimmers and guile, Glen Elendra harbors the elusive Oona, queen of the fae.

— Torese Nielsen
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Shelldock Isle



Land

Hideaway (This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)

☞: Add ♦ to your mana pool.

♠, ♠: You may play the removed card without paying its mana cost if a library has twenty or fewer cards in it.

— Mark Tedin
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Shimmering Grotto



Land

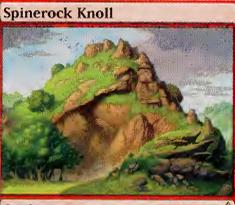
☞: Add 1 to your mana pool.

1, ♠: Add one mana of any color to your mana pool.

Once each year, the sun's rays reach the hidden chamber of Vélis Vél, and the changelings congregate from afar to bathe in the ever-shifting light.

— Adam Pollack
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Spinerock Knoll



Land

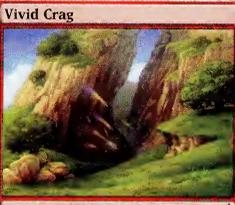
Hideaway (This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)

☞: Add ♠ to your mana pool.

♣, ♠: You may play the removed card without paying its mana cost if an opponent was dealt 7 or more damage this turn.

— Steve Prescott
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Vivid Crag



Land

Vivid Crag comes into play tapped with two charge counters on it.

☞: Add ♠ to your mana pool.

♣, ♠: Remove a charge counter from Vivid Crag. Add one mana of any color to your mana pool.

— Martina Pilicicova
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Vivid Creek



Land

Vivid Creek comes into play tapped with two charge counters on it.

☞: Add ♦ to your mana pool.

♣, ♠: Remove a charge counter from Vivid Creek. Add one mana of any color to your mana pool.

— Fred Fields
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Vivid Grove



Land

Vivid Grove comes into play tapped with two charge counters on it.

☹: Add ♣ to your mana pool.

☹: Remove a charge counter from Vivid Grove. Add one mana of any color to your mana pool.

Howard Lyon

Vivid Marsh



Land

Vivid Marsh comes into play tapped with two charge counters on it.

☹: Add ♠ to your mana pool.

☹: Remove a charge counter from Vivid Marsh. Add one mana of any color to your mana pool.

John Avon

Vivid Meadow



Land

Vivid Meadow comes into play tapped with two charge counters on it.

☹: Add ♦ to your mana pool.

☹: Remove a charge counter from Vivid Meadow. Add one mana of any color to your mana pool.

Rob Alexander

Wanderwine Hub



Land

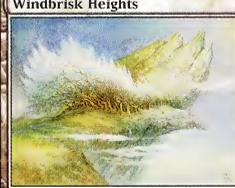
As Wanderwine Hub comes into play, you may reveal a Merfolk card from your hand. If you don't, Wanderwine Hub comes into play tapped.

☹: Add * or ♠ to your mana pool.

Below the great river, a bustling hub channels the flow of merrow trade.

Warren Miller

Windbrisk Heights



Land

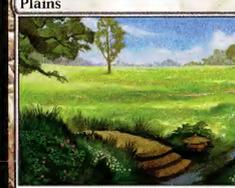
Hideaway (This land comes into play tapped. When it does, look at the top four cards of your library, remove one from the game face down, then put the rest on the bottom of your library.)

☹: Add * to your mana pool.

*: ☹: You may play the removed card without paying its mana cost if you attacked with three or more creatures this turn.

Omair Bayyan

Plains



Basic Land — Plains



Warren Miller

Plains

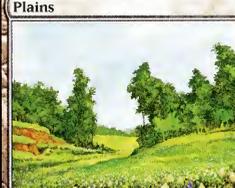


Basic Land — Plains



Fred Fields

Plains



Basic Land — Plains



Larry MacDougall

Plains



Basic Land — Plains



Omair Bayyan





Lorwyn

Card Checklist

WHITE

- 1 R Ajani Goldmane
- 2 R Arbiter of Knollridge
- 3 R Austere Command
- 4 C Avian Changeling
- 5 U Battle Mastery
- 6 R Brigid, Hero of Kinsbaile
- 7 U Burrenton Forge-Tender
- 8 C Cenn's Heir
- 9 U Changeling Hero
- 10 U Cloudgoat Ranger
- 11 U Crib Swap
- 12 C Dawnfluke
- 13 U Entangling Trap
- 14 R Favor of the Mighty
- 15 R Galepowder Mage
- 16 C Goldmeadow Dodger
- 17 C Goldmeadow Harrier
- 18 U Goldmeadow Stalwart
- 19 U Harpoon Sniper
- 20 C Hillcomber Giant
- 21 R Hoofprints of the Stag
- 22 C Judge of Currents
- 23 C Kinsbaile Balloonist
- 24 C Kinsbaile Skirmisher
- 25 C Kithkin Greathart
- 26 U Kithkin Harbinger
- 27 C Kithkin Healer
- 28 U Knight of Meadowgrain
- 29 C Lairwatch Giant
- 30 R Militia's Pride
- 31 R Mirror Entity

- 32 C Neck Snap
- 33 C Oaken Brawler
- 34 C Oblivion Ring
- 35 C Plover Knights
- 36 U Pollen Lullaby
- 37 R Purity
- 38 U Sentry Oak
- 39 C Shields of Velis Vel
- 40 C Soaring Hope
- 41 C Springjack Knight
- 42 U Summon the School
- 43 C Surge of Thoughtweft
- 44 R Thoughtweft Trio
- 45 C Triclopean Sight
- 46 U Veteran of the Depths
- 47 C Wellgabber Apothecary
- 48 C Wispmare
- 49 U Wizened Cenn

BLUE

- 50 C Æthersnipe
- 51 C Amoeboid Changeling
- 52 C Aquitect's Will
- 53 U Benthicore
- 54 C Broken Ambitions
- 55 U Captivating Glance
- 56 R Cryptic Command
- 57 C Deeptread Merrow
- 58 U Drowner of Secrets
- 59 U Ego Erasure
- 60 U Ethereal Whiskergill
- 61 U Faerie Harbinger
- 62 C Faerie Trickery
- 63 U Fallsowsage
- 64 U Familiar's Ruse
- 65 R Fathom Trawl
- 66 R Forged Fruition
- 67 U Glen Elendra Pranksters
- 68 C Glimmerdust Nap
- 69 R Guile
- 70 C Inkfathom Divers
- 71 R Jace Beleren
- 72 U Merrow Commerce
- 73 U Merrow Harbinger
- 74 U Merrow Reejerey
- 75 R Mistbind Clique
- 76 C Mulldrifter
- 77 C Paperfin Rascal
- 78 C Pestermite
- 79 C Ponder
- 80 C Protective Bubble
- 81 C Ringskipper
- 82 U Scattering Stroke
- 83 R Scion of Oona
- 84 C Sentinels of Glen Elendra
- 85 R Shapesharer
- 86 U Silvergill Adept
- 87 C Silvergill Douser
- 88 R Sower of Temptation
- 89 C Spellstutter Sprite
- 90 C Stonybrook Angler
- 91 C Streambed Aquitects
- 92 R Surgespinner
- 93 C Tideshaper Mystic
- 94 U Turtleshell Changeling
- 95 R Wanderwine Prophets

- 96 C Whirlpool Whelm
- 97 C Wings of Velis Vel
- 98 C Zephyr Net

BLACK

- 99 C Black Poplar Shaman
- 100 C Bog Hoodlums
- 101 C Boggart Birth Rite
- 102 U Boggart Harbinger
- 103 C Boggart Loggers
- 104 R Boggart Mob
- 105 R Cairn Wanderer
- 106 R Colfenor's Plans
- 107 R Dread
- 108 C Dreamspoiler Witches
- 109 C Exiled Boggart
- 110 C Eyebright's Ending
- 111 C Facevaulter
- 112 U Faerie Tauntings
- 113 U Final Revels
- 114 U Fodder Launch
- 115 C Footbottom Feast
- 116 U Ghostly Changeling
- 117 U Hoarder's Greed
- 118 C Hornet Harasser
- 119 U Hunter of Eyebrights
- 120 R Knucklebone Witch
- 121 R Liliana Vess
- 122 U Lys Alana Scarblade
- 123 R Mad Auntie
- 124 U Makeshift Mannequin
- 125 U Marsh Flitter
- 126 C Moonglove Winnower
- 127 C Mournwhelk
- 128 C Nameless Inversion
- 129 C Nath's Buffoon
- 130 U Nectar Faerie
- 131 R Nettlevine Blight
- 132 C Nightshade Stinger
- 133 R Oona's Prowler
- 134 C Peppersmoke
- 135 R Profane Command
- 136 U Prowess of the Fair
- 137 C Quill-Slinger Boggart
- 138 C Scarred Vinebreeder

- 139 U Shriekmaw
- 140 C Skeletal Changeling
- 141 C Spiderwig Boggart
- 142 U Squeaking Pie Sneak
- 143 C Thieving Sprite
- 144 U Thorntooth Witch
- 145 R Thoughtseize
- 146 C Warren Pilferers
- 147 C Weed Strangle

RED

- 148 C Adder-Staff Boggart
- 149 R Ashling the Pilgrim
- 150 R Ashling's Prerogative
- 151 C Axegrinder Giant
- 152 C Blades of Velis Vel
- 153 C Blind-Spot Giant
- 154 C Boggart Forager
- 155 U Boggart Shenanigans
- 156 C Boggart Sprite-Chaser
- 157 C Caterwauling Boggart
- 158 U Ceaseless Searblades
- 159 R Chandra Nalaar
- 160 U Changeling Berserker
- 161 C Consuming Bonfire
- 162 U Crush Underfoot
- 163 C Faultgrinder
- 164 C Fire-Belly Changeling
- 165 U Flamekin Bladewhirl
- 166 C Flamekin Brawler
- 167 U Flamekin Harbinger
- 168 U Flamekin Spitfire
- 169 U Giant Harbinger
- 170 C Giant's Ire
- 171 U Glarewielder
- 172 U Goatnapper
- 173 R Hamletback Goliath
- 174 U Hearthage Giant
- 175 R Heat Shimmer
- 176 R Hostility
- 177 C Hurly-Burly
- 178 R Incandescent Soulstoke
- 179 R Incendiary Command
- 180 C Ingot Chewer
- 181 C Inner-Flame Acolyte

- 182 U Inner-Flame Igniter
- 183 C Lash Out
- 184 C Lowland Oaf
- 185 C Mudbutton Torchrunner
- 186 C Needle Drop
- 187 R Nova Chaser
- 188 U Rebellion of the Flamekin
- 189 C Smokebraider
- 190 C Soulbright Flamekin
- 191 C Stinkdrinker Daredevil
- 192 R Sunrise Sovereign
- 193 U Tar Pitcher
- 194 C Tarfire
- 195 U Thundercloud Shaman
- 196 R Wild Ricochet

GREEN

- 197 C Battlewand Oak
- 198 C Bog-Strider Ash
- 199 U Briarhorn
- 200 U Changeling Titan
- 201 C Cloudcrown Oak
- 202 R Cloudthresher
- 203 R Dauntless Dourbark
- 204 C Elvish Branchbender
- 205 C Elvish Eulogist
- 206 C Elvish Handservant
- 207 U Elvish Harbinger
- 208 U Elvish Promenade
- 209 R Epic Proportions
- 210 R Eyes of the Wisent
- 211 C Fertile Ground
- 212 C Fistful of Force
- 213 R Garruk Wildspeaker
- 214 C Gilt-Leaf Ambush
- 215 C Gilt-Leaf Seer
- 216 U Guardian of Cloverdell
- 217 C Heal the Scars
- 218 C Hunt Down
- 219 R Immaculate Magistrate
- 220 U Imperious Perfect
- 221 U Incremental Growth
- 222 U Jagged-Scar Archers

- 223 C Kithkin Daggerdare
- 224 U Kithkin Mourncaller
- 225 C Lace with Moonglove
- 226 U Lammastide Weave
- 227 C Leaf Gilder
- 228 C Lignify
- 229 C Lys Alana Huntmaster
- 230 R Masked Admirers
- 231 C Nath's Elite
- 232 C Oakgnarl Warrior
- 233 R Primal Command
- 234 C Rootgrapple
- 235 U Seedguide Ash
- 236 C Spring Cleaning
- 237 U Sylvan Echoes
- 238 R Timber Protector
- 239 U Treefolk Harbinger
- 240 R Vigor
- 241 C Warren-Scourge Elf
- 242 C Woodland Changeling
- 243 U Woodland Guidance
- 244 R Wren's Run Packmaster
- 245 U Wren's Run Vanquisher

MULTICOLORED

- 246 R Brion Stoutarm
- 247 R Doran, the Siege Tower
- 248 R Gaddock Teeg
- 249 R Horde of Notions
- 250 R Nath of the Gilt-Leaf
- 251 R Sygg, River Guide
- 252 R Wort, Boggart Auntie
- 253 R Wydwen, the Biting Gale

ARTIFACTS

- 254 R Colfenor's Urn
- 255 R Deathreder
- 256 R Dolmen Gate
- 257 C Herbal Poultice
- 258 C Moonglove Extract
- 259 R Rings of Brightheath
- 260 C Runed Stalactite
- 261 C Springleaf Drum
- 262 R Thorn of Amethyst
- 263 R Thousand-Year Elixir
- 264 R Twinning Glass
- 265 C Wanderer's Twig

LANDS

- 266 R Ancient Amphitheater
- 267 R Auntie's Hovel
- 268 R Gilt-Leaf Palace
- 269 R Howltooth Hollow
- 270 R Mosswort Bridge
- 271 R Secluded Glen
- 272 R Shelldock Isle
- 273 C Shimmering Grotto
- 274 R Spinerock Knoll
- 275 U Vivid Crag
- 276 U Vivid Creek
- 277 U Vivid Grove
- 278 U Vivid Marsh
- 279 U Vivid Meadow
- 280 R Wanderwine Hub
- 281 R Windbrisk Heights
- 282 L Plains
- 283 L Plains
- 284 L Plains

- 285 L Plains
- 286 L Island
- 287 L Island
- 288 L Island
- 289 L Island
- 290 L Swamp
- 291 L Swamp
- 292 L Swamp
- 293 L Swamp
- 294 L Mountain
- 295 L Mountain
- 296 L Mountain
- 297 L Mountain
- 298 L Forest
- 299 L Forest
- 300 L Forest
- 301 L Forest

- = Regular card
- = Premium card
- C = Common
- U = Uncommon
- R = Rare
- L = Basic Land

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